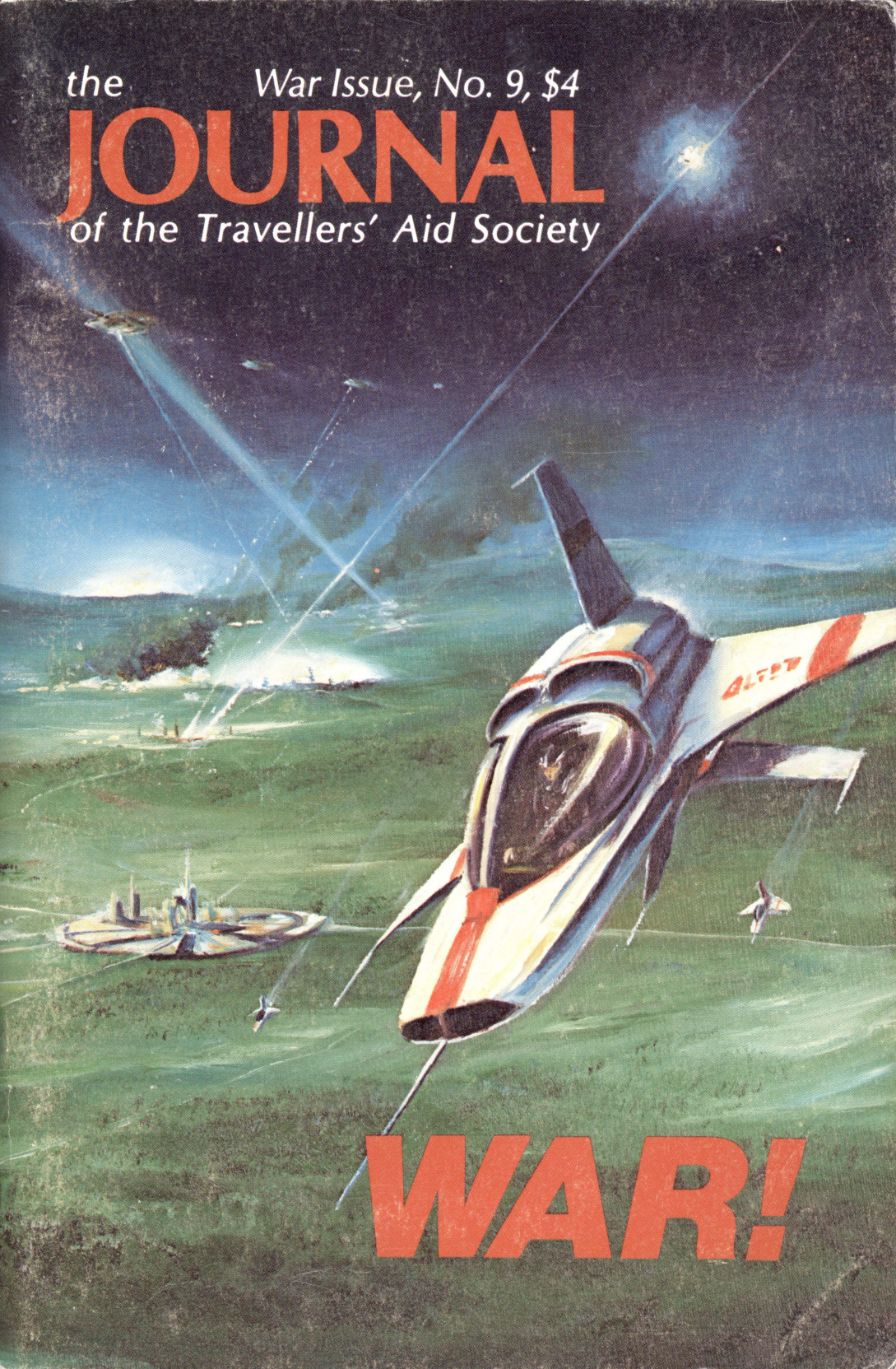
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Dates in this issue of the Journal are given in accordance with an arbitrary Imperial calendar of 365 days. The expression of date consists of a three-digit day number (showing the current day of the year), followed by a dash and a four-digit year number (showing the current year since the founding of the Imperium).

The date of this issue is **181-1107**, or the 181st day of the 1107th year of the Imperium.

The *Journal of the Travellers' Aid society* is a science-fiction gaming magazine dedicated to Traveller, GDW's role-playing game set in the far future.

Editor— Loren K. Wiseman
Spiritual Advisor— Marc W. Miller
Publisher— Game Designers' Workshop
Artists in this issue: Chris Purcell— p 21; Paul Jaquays— pp 22, 24, 25, 47; Liz Danforth— p 36; Bob Liebman— pp 32, 33: David Heath— pp 12, 13, 14; William H. Keith, jr— pp 8, 9, 10, 30, 31, 37-44, 52, 54, 55, cover.

WINNER — H. G. WELLS AWARD: BEST MAGAZINE COVERING ROLE-PLAYING, 1980

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Advertisers should inquire for an advertising rate card.

Submissions: We welcome articles and illustrations for the Journal. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets.

From the Management

This issue of the Journal culminates two years of work, months of specific preparation, and some rather subtle publicity at times. Soon after the now notorious issue number one of the Journal was conceived and written, several designers on the GDW staff settled down to puzzle out not only the history of the Imperium, but also to plot out where that line of history would lead. The more thought that went into it, the more it became apparent that many many different aspects of the Imperium's future were still fragmentary. As a result, we saw that some of the most exciting potentials for **Traveller** needed to wait until a suitable background on social systems, history, culture, economics, and technology had been established.

Look back over the last two years for **Traveller,** taking in not only the Journal, but also the adventures, double adventures, books, and supplements that have appeared. Slowly over that period (because the staff has only so much time, even when working twelve hours a day), clues have emerged on the governmental organization of the Imperium, on the scout service, on the navy, and the other branches of the military. Details on the fleets and the ships of the Imperium have come to light; details on the political and military situation in the spinward marches have been important topics for discussion. All this has been to one ultimate purpose: this special issue of the Journal, the War issue marking the outbreak of the Fifth Frontier War, on 187-1107. The attack has just begun. The Zhodani have struck against the Imperium, and the control of whole subsectors of the marches lies in doubt.

Soon after the appearance of this issue, GDW is publishing *Fifth Frontier War, Battles for the Spinward Marches,* a detailed game of the course of the war. The game has been in design for months, and it simulates all of the important aspects of the attacks and counterattacks that will take place as the battles continue. The game itself is relatively simple and straightforward, while dealing with space combat, ground combat, and many background details. Since it is set in the Spinward Marches, many **Traveller** players are already familiar with the astrography of the region. Now, the game shows the strategic importance of each location, and points out which areas are trouble spots.

The game of the war is intended to be an interesting, exciting game on its own, but it has a further, very interesting use. Once players are familiar with it, it can be used as a backdrop to many exciting adventures. While the game is played, week by week, the character and the referee deal with the Spinward Marches and conduct adventures normally. At times, those adventures will bring players to the edges (or into the middle) of major battles. Adventuring can be conducted within the larger context which no one really controls. Of course, the potential for immense gain (or loss) is ever-present in a war situation.

The Traveller News Service, an ongoing feature since issue number 2, is another example of the long-term preparation for the war. Look back over the articles in each issue (they are reprinted in Fifth Frontier War for those who don't have all the back issues) and notice how the clues slowly emerge that a war is brewing.

By the way, the Vargr are also deeply involved in the Fifth Frontier War, on both sides. That's why they were one of the first races to be covered in our Contact! series. The Zhodani are covered in this issue, and the article gives substance to this shadowy enemy of the Imperium.

In case you hadn't noticed, issue number 9 marks two years of publication for the Journal, and in those two years, we have grown from a gleam in Marc's eye to a successful, award-winning role-playing magazine that we here at the Workshop are all really proud of. What better way to celebrate our birthday than to give you, the players and referees, a spectacular treat like the Fifth Frontier War for your adventuring pleasure. We hope you enjoy playing it as much as we enjoyed getting it ready.

At last, the reason for all those draft registration forms that have appeared in the Journal can be told. If you registered your character with us, you received, personally addressed, an official draft notice from the service you registered with, calling you up for service. Each draft notice included a randomly generated **Traveller** character and assigned that character to a unit counter which appears in Fifth Frontier War. Lets all hope he or she lasts longer than the war does.

Other news for **Traveller** players is the release of several new **Traveller** items, including the revised rules. These have been re-typeset to clean up typos from the original edition, to smooth out a few rough spots that have turned up and to add some new material not in the first edition. Few substantive changes have been made, and the old and new editions are compatible.

Basic Traveller consists of revised Books 1, 2, and 3, and two dice in a box, for $11.98. *Deluxe Traveller* contains the three books, two dice, a special introductory adventure, *The Imperial Fringe,* a map of the Spinward Marches, and Book 0, *Introduction to Traveller.*

Book 0, is a neophyte's guide into the sometimes bewildering world of role-playing, concentrating on **Traveller.** Book 0 will help referees and players avoid the problems usually encountered by newcomers to **Traveller.** Book 0 is available in *Deluxe Traveller,* and separately for $5.98.

Double Adventure 3, *Argon Gambit/ Death Station,* is the next in the popular back-to-back adventures series. In the Argon Gambit, the players are caught up in a complex political game of cat and mouse. In Death Station, a biological laboratory station, high in orbit, has gone awry, and the adventurers must board the vessel, and solve its mystery.

Loren K. Wiseman

Traveller is available overseas through GDW distributors in the UK and Australia.

United Kingdom: Traveller (and its additional booklets, adventures and supplements) is printed under license from GDW by Games Workshop, 1 Dalling Rd, Hammersmith, London, W6.

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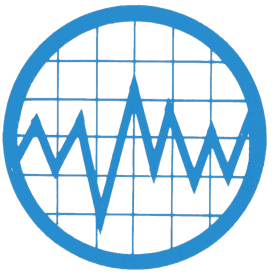

JUST DETECTED

ORDEAL BY ESHAAR

As the Fifth Frontier War brews in the Spinward Marches, the Imperials, the Zhodani, and the Vargr hold an uneasy truce on Eshaar, where its truly alien life holds the secret of affas, natural hi-temperature lubricants vitally needed for the war effort. Psi-shields, intrigue, treachery, and overland treks all combine to make this adventure exciting and fascinating.

Seen in pre-publication form; due to appear in July. $6.00. About 40 pages.

Designed by J. Andrew Keith and William H. Keith, Jr. Published by **FASA,** 811 W. Junior Terrace, Chicago, 60613.

SORAG

This handbook of organization and equipment for the Zhodani intelligence and counter-intelligence service operating in the Beyond and the Vanguard Reaches deals with expanded characer generation for SORAG characters, skills, dossiers, and equipment.

24 page booklet. $3.50. Designed by Chuck Kallenbach II. Published by **Paranoia Press,** Box 12614, Ft Wayne, IN 46864.

BEYOND

Paranoia Press administers two sectors somewhat farther out from the Imperium than the Spinward Marches. **Vanguard Reaches** has already been published; **Beyond** has just appeared. It contains 16 subsectors, fully described, and a map showing star positions.

32-page booklet, with insert. $3.50. Designed by Don Rapp and Chuck Kallenbach II. Published by **Paranoia Press,** Box 12614, Ft. Wayne, IN 46864.

THE SPACE GAMER

Issue 40, June 1981 is a special **Traveller** issue with a complete world drawn from Jack Vance's *Tschai* adventures, a space combat system, and a replay of a **Traveller** session with Marc Miller, plus lots more.

By the way, Steve Jackson announces that he will be doing *Cardboard Heroes for Traveller* by year-end. Look for them.

40-page magazine. $2.50 plus .50 postage. **The Space Gamer,** Box 18805, Austin, TX 78760.

MINIATURES NEWS

The 15mm **Traveller** miniatures from **Martian Metals** are getting quite a reception, and they indicate that they are considering both 15mm scale vehicles (like grav tanks, ATVs, and AFVs), and starships (perhaps 1:1200 scale).

Martian Metals, Box 778, Cedar Park, TX 78613.

HIGH PASSAGE

A complete **Traveller** adventure, *The Solar Flare Mystery,* plus an ATV, a drone, a fighter, plans for an intelligence cruiser, and the first of 16 subsectors that adventures will be placed in. **High Passage** is a quarterly magazine dedicated to **Traveller.**

40 page booklet. Issue 1 is $3.50. Issue 2 and beyond will be $4.50. Four issue subscription is $15.00. **High Passage,** 5261 W. 90th St, Oak Lawn, IL 60453.

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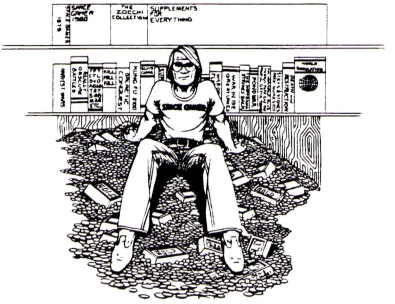

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REGINA/REGINA (0310-A788899-A) **Date: 186-1107**

¶ The Admiralty was today electrified by the report of the appearance of a substantial Zhodani battle fleet at Ruie (Regina 0209-C776977-7), scarcely a parsec from the subsector capital. The report was carried by the detached scout/courier *Wayward Dream.* The crew of the *Wayward Dream* were quickly cloistered by Imperial Naval Intelligence and the ship placed under heavy guard in a sealed hangar bay at Luck Gibson starport. Ground crews at the starport, however, reported that the vessel showed some evidence of battle damage.

¶ While all naval personnel at Regina Naval Base were put on full readiness, all ten heavy system defense boats were launched and are rumored to be vectored toward Prometheus, the large gas giant which would be a first priority target of a hostile fleet.

¶ Representatives of the diplomatic ministry have pressured the Zhodani embassy for an explanation of this action, but thus far Ambassador Shterbifriashav has been unavailable for comment. Although Ruie is not an Imperial world, a Zhodani fleet would almost certainly have had to have violated the demilitarized zone, established after the Fourth Frontier War, to have arrived there. Grave diplomatic repercussions are expected. Ω

FLASH FLASH FLASH FLASH FLASH FLASH FLASH FLASH
REGINA/REGINA (0310-A788899-A) **Date: 187-1107**

¶ The Duke of Regina, speaking through his seneschal, announced in an emergency press conference that as of 12:01 AM this date a formal state of war has existed between the Imperium and the Zhodani Consulate. The seneschal explained that the declaration of war was handed to him by ambassador Shterbifriashav late last night. The seneschal declined to answer questions, stating that no further information was available at that time. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 201-1107**

¶ Word has today been received by fleet courier of the invasion of Regina, the capital of the Spinward Marches. Naval spokesmen of the 212th Fleet declined to comment publicly, but in private one naval officer expressed the opinion that prolonged resistance on the world was unlikely in the event of a serious Zhodani assault.

¶ Coming only days after the receipt of the news of the outbreak of the war, news of Regina's invasion is a heavy blow to hopes of an early victory over the Zhodani. The fall of Regina could sever the main communications artery to the Jewell subsector and seriously hinder communications with fleet elements presumed to be fighting there. Ω

RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 204-1107**

¶ Army vice-marshal Adam Lord Bryor today announced that a presumed state of war now exists between the Imperium and the Sword Worlds, following receipt of word that Lanth (Lanth 0109-A879533-B) was under attack by fleet and ground elements of that state. Characterizing the Sworld Worlds' action as "a perfidious betrayal", Bryor dismissed any suggestion that Rhylanor was vulnerable to a Sword Worlds attack.

¶ "In addition to the Imperial Marines on-planet, Rhylanor has twenty-five active divisions equipped to Imperial standards", Bryor explained. "Even if a Sword Worlds squadron could fight its way through Rhylanor's boats, there's no conceivable way a Sword Worlds army could gain a foothold on-planet. Since Rhylanor is one of the foci for naval reinforcements from Deneb sector, a Sword Worlds fleet would be courting disaster to strike here."

¶ When questioned as to possible plans to retake Lanth, 212th Fleet spokesmen suggested that no such operation was likely to be undertaken in the near future, as most naval assets would probably be concentrated for an attempt to relieve the 43rd Provisional Army along with its supporting naval squadron, at Efate (Regina 0105-A646930-D). Ω

RHYLANOR/RHYLANOR (0306-A434934-F) **Date: 204-1107**

¶ The Travellers' Aid Society today issued a travellers' advisory, declaring the entire Spinward Marches an amber travel zone until further notice. Ω

NEW THIS SUMMER—

Deluxe Traveller. Just what's needed to begin playing right away. The *Deluxe* box holds Books 1, 2, and 3 plus Book 0 (see below), and Introductory Adventure, *The Imperial Fringe.* The Imperial Fringe is not available elsewhere, it establishes a long-running situation in the Spinward Marches and lets characters begin playing immediately. As a final bonus, *Deluxe* includes a 17 by 22 inch map of the Marches. *Deluxe Traveller,* boxed, $19.98.

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CONTACT!
Zhodani

For the purposes of this article, the term Zhodani shall be applied only to members of the Zhodani race, and not (as is sometimes the case) to any inhabitant of the Zhodani consulate and its client states and dependencies.

The Zhodani are a discrete, though interfertile sub-species of Homo sapiens, independently descended from Ancient-transplanted human stock. The Zhodani Consulate rules a sphere approximately 70 parsecs in diameter immediately to corespinward of the Imperium, believed to include in excess of 80% of all racial Zhodani. Much of the remainder inhabits the Zhodani client states, although other sub-species of Homo sapiens are also to be found in the client states and the consulate.

Physically, the Zhodani are tall and lithe, averaging 2.0 meters in height and massing upwards of 90 kilograms. Zhodani nobles often wear a turban-like headdress which serves to accentuate their height. Zhodani tend to be swarthy in complexion and dark-haired.

PSIONICS

Much of the upper strata of Zhodani society is extensively trained in and commonly practice psionics, and a claim is based for racial superiority on a supposed natural talent in this area. All indications are, however, that the Zhodani upper classes are especially proficient only by virtue of training from youth.

SOCIETY

Zhodani society is divided into three hereditary groups: the nobles, who perform all high governmental functions and are the only inhabitants of the Consulate to be enfranchised, the intendants, who are most business executives, military officers below the ranks of admiral or general, and fill most non-elective governmental positions, and proles (or proletarians) who

are the rest of Zhodani society. Proles are all members of the military below officer grade, most merchants and scouts, supervisory and junior management personnel, technicians, craftsmen, and laborers.

There is no upward mobility for proles unless psionic powers are detected in them as children, in which case they will be inducted into the intendant class. Intendants who perform well in their positions can be elevated into the ranks of the nobility. In this way, proles can have some hopes for an improved lot for their children; Intendants are encouraged to strive hard, and there is a constant infusion of new blood into the nobility.

Extensive psionic ability among the ruling classes permits the Zhodani government to weed out subversives early in life, and re-educate them as useful members of society. With rare exception, Zhodani are extremely patriotic. Zhodani citizens possess a high degree of personal honesty. Indeed, the Zhodani feel uncomfortable in most places outside the Consulate, where "liars and thieves are allowed to wander around loose".

Privacy of thoughts is highly respected among the Zhodani upper classes, although proles have no such right. Nobles have almost complete right of personal privacy, and intendants nearly as much. Rights of foreign nationals vary with whatever treaty is in effect between the consulate and the foriegn power.

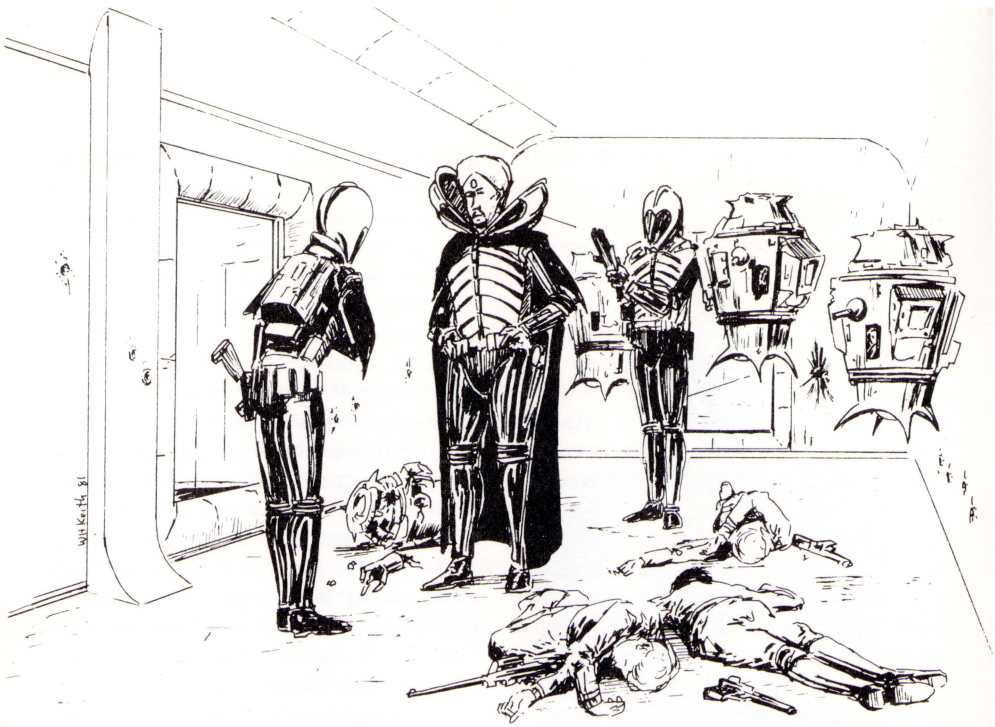
GOVERNMENT

The Zhodani Consulate is a participatory democracy, in which only the Nobles are allowed to vote. Executive and judicial functions are performed by a series of councils of varying sizes depending upon the nature of their duties and the size of the area they govern. Each council will elect one of its members as its chief executive officer, and a number of its members as members of the next higher council. A city council will elect a number of its members as representatives to a planetary council, and so on up the line through subsector and sector to the grand council of the Zhodani. Nominally, each member of a council serves a term of one olympiad (3 Zhodani years) but in practice, each councilor serves until either his replacement arrives and officially replaces him or word of his re-election to another term is received. Often times the district from which a councilor is elected will have only his

relatives as voters, and his re-election will be virtually assured.

Wherever possible, Zhodani councils refer important questions to a plebiscite of the largest size practical under the circumstances. The principle of plebiscite can be abandoned in cases where immediate action is required, but any Zhodani official ordering such action must justify his actions to the voters as soon as possible.

Supreme executive power is vested in three consuls, one elected each year for a term of one olympiad by and from the members of the grand council. No



consul may be elected twice in a row, and retired consuls become life members of the grand council.

HISTORY

The Zhodani date their empire from the traditional date of the first organized use of psionics on Zhodane, -6731 Imperial, the year of the first olympiad. They achieved jump drive about 1300 years later, in -5415 Imperial.

The Zhodani first came into conflict with the expanding Third Imperium in the 6th century of the present era. The First Frontier War (589 - 604) marked the beginning of open hostilities, involving all eight coreward subsectors, and lasting for fifteen years.

Subsequent wars (the Second Frontier War in 615-620 and the Third Frontier War in 979-986) saw tremendous Zhodani incursions into the Marches. Mishandling of the Third Frontier war caused the abdication of emperor Stryx in 986.

The Fourth Frontier War was little more than a skirmish, compared to earlier conflicts. Neither side was prepared for the war, and an armistice was quickly worked out. The only lasting effect of the war was to shift Esalin (Jewell 0204) from Imperial control to neutral world status.

REFEREEING ZHODANI

A referee should allow a character to play a Zhodani character only if the that character is willing to behave according to the principles outlined in this article (honesty, patriotism, etc). For the moment, we recommend that characters limit themselves to Zhodani adventuring within the Imperium. Playing Zhodani within the Consulate would not be much fun.

Zhodani venture into the Imperium for a number of reasons. A character or characters might be part of an official delegation of some sort (such as a trade mission), a noble and retinue seeking adventure (and probably disguised as some other race of human), or a noble or intendant engaging in espionage. These last should be limited to those Zhodani who have been through intelligence school (see Book 4, *Mercen-*

ary), as an untrained Zhodani would make a very poor spy. Rarely, a Zhodani might defect from the Consulate. Defectors are most likely nobles or intendants and are very seldom encountered.

Character Generation: Zhodani are generated using the standard human character types and, with the exception of the differences noted below, are identical to normal humans.

Generate the six characteristics in the usual manner. Before entering service, however, roll for psionic potential. All characters with a psionic potential of 9+ automatically become intendants, (social level raised to A). All characters with social level above A are nobles, all characters below A are proles. All intendants and nobles receive psionic training before entering any service.

Proles are allowed to enter any service but may not be commissioned in the army, navy, or marines. Proles may never rise above social level 9.

Intendants and nobles may not enter the merchant, scout, or other service. They are automatically commissioned after their first term of service and receive a promotion DM of +1 for each social level above A. Intendants who roll less than 8 education automatically have that characteristic raised to 8. This may be raised in service. Intendants and nobles do not receive +1 social level for attaining the rank of navy captain.

No character may take any of the following skills (roll over if they come up): gambling, forgery, bribery, and streetwise; however, they may receive them as the result of attending intelligence school (see book 4, Mercenary). No character may receive membership in the Travellers' Aid Society.

Mental Attitude: For most Zhodani, travel in the Imperium (or anywhere outside the Consulate, for that matter) is extremely distasteful. From their point of view, the area abounds with liars, thieves, and criminals of all sorts.

Because of this attitude, deduct 2 from all reaction table rolls when Zhodani meets non-Zhodani, unless the Zhodani is disguised.

ZHODANI NAMES

Nobles and intendants have a single name, chosen in the individual's 5th olympiad. Intendants' names end in the suffix -iepr. Nobles have several suffixes, depending on rank: -atl corresponds to social level B, -stebr to C, -tlas to D, -tlasche' to E. There are several suffixes for F and over, that most like to be encountered in the Imperium being -iashav.

Proles have two names, a family name and a personal name. The personal name comes first. Family names are numerous, most originating from place names (town, estate, or planet) or occupations (miller, baker, radioman), although the signifigance has been lost. Common prole suffixes are -qaf ("from", as in Dliant Jdiprzhdilqaf, or Dliant from Jdiprzhdil, a large estate on Zhodane), and -nad ("-er", as in Tliaqrnad, or miller, from Tliaqre', "to grind grain").

Proles:
Qenzh Chtilnats Shtelke' Dliatsevqaf
Plevianeqr Stonjinad

Intendants:
Tliablzhdiliepr Plitsiepr
Dle'yazheiepr

Nobles:
Detspreflatl Jrvatsistebr
Chipldlatstlas Stezfialtlasche'

Loren Wiseman, Frank Chadwick, and John Harshman

4518th Lift Infantry Regiment

The 4518th Lift Infantry (the Duke of Regina's Own Huscarles) Regiment is not an average unit in the Imperium; it is, however, in many ways representative. The unit had its origins in the upheaval of the Civil War, when the center of the Spinward Marches was caught up in the aftermath of the First Frontier War, the usurpation of authority by Grand-Admiral hault-Plankwell, and then the battles of the Second Frontier War. In those years of strife, Baron Caranda of Regina was steadfast in his support of the Imperium, often finding himself in the minority as acrimonious debate centered on the Imperium's lack of defense for the Marches, and then on its lack of cohesiveness in the face of Admiral hault-Plankwell.

When the Second Frontier War ended in Imperial victory, Arbellatra herself moved her fleet to the core to end the Civil War. Before leaving, she left the Marches in the hands of a few loyal nobles, Caranda among them. Although only a baron, he held the crucial world of Regina, and he was to continue to hold it for the Imperium. To reinforce the Baron's strength, Arbellatra left behind a small cadre of Imperial Marines

as leavening for the Baron's local forces. Those marines formed the beginnings of the Huscarles.

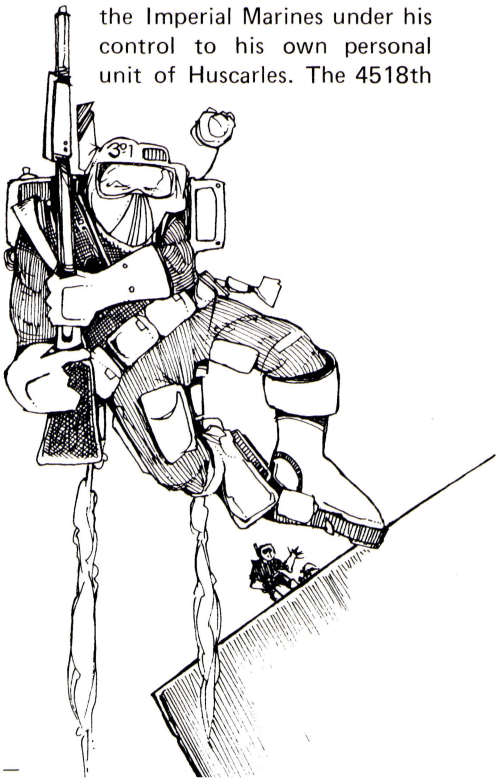
Baron Caranda proceeded to suppress local cliques disloyal to the Imperium, although even now it is difficult to judge the exact nature of that disloyalty, except to say that they lost and that Caranda won. On Regina, such efforts were routine; the Imperial Marines, however, were reserved for personal bodyguard duties protecting the Baron and his family. In addition, these well-trained loyal troops were used as training forces to enhance other local units, and even as cadres for the creation of other needed units.

The single striking use of the Huscarles occurred in early 623. Arbellatra had defeated the rebel forces with her fleet at the Second Battle of Zhimaway, and was immediately proclaimed Regent. News of this ascent to the throne was broadcast throughout the Imperium, although it took nearly a year to reach the Marches. Acceptance of the rebel defeat was not forthcoming in some areas; Menorb, in the Regina subsector, was one such place. Baron Caranda took steps to force acceptance.

Embarking the first and third battalions of the Huscarles aboard transports of the subsector fleet, he approached Menorb, arriving in the system at extreme distance. Small unit task forces then proceeded aboard two subsidized merchants, arriving at the starport as a clandestine advance party. Their reconnaissance provided the necessary information to those waiting at the fringes of the system; at just the right time, they struck. First battalion arrived as jump troops, using individual jump capsules for a meteoric assault from orbit; third battalion, minus the advance party, moved to close orbit, ready to react if needed. The assault was swift and sure, taking out the centers of communications and the bureaucratic offices of the capital. A few recalcitrant bureaucrats were killed, but the action was essentially bloodless. Once the bureaucratic centers of Menorb were taken, it was a simple matter to assure loyalty to the Imperium.

Arbellatra was aware, in any case, of the value of her supporters in the Marches. Caranda was named Marquis within days of Arbellatra's assumption of the Regency (the patent proceeded by special courier, and arrived 36 weeks later). Marquis Caranda attended the Coronation ceremonies for Arbellatra in 629, and received his patent as Grand and Noble Duke of the Imperium from her hand personally the next day.

Duke Caranda proceeded to convert the Imperial Marines under his control to his own personal unit of Huscarles. The 4518th



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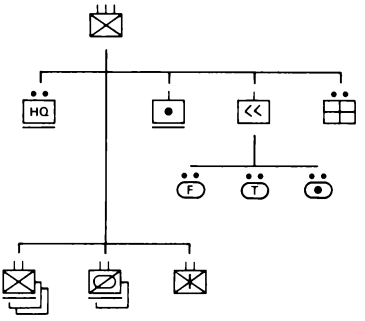
Lift Infantry Regiment counts its lineage from this point. As originally organized, the regiment consisted of four battalions (two lift infantry, one jump troops, and one lift cavalry). This organization varied from time to time, with battalions being redesignated as the vagaries of politics, war, peace, and economics dictated. While the first two battalions have always been lift infantry or jump troops, the others have been variously designated lift cavalry, grav tank, light infantry, ortillery (orbital artillery), antipsionic, and civil action battalions. In addition, the unit has always had a pursuit squadron of ten fighters available as an integral arm. The number of battalions in the regiment has ranged from three to seven.

The exploits of the Huscarles over the centuries are representative of units in the Spinward Marches. Various battalions served in operations throughout the Marches, including civil engineering efforts, anti-piracy campaigns, and a few pacification operations. In the 9th Century, anti-psionic battalions were raised and committed to the suppression of the Psionics Institutes. During the Third Frontier War, the entire regiment was committed to operations in the Jewell subsector, and served in the Foelen and Farreach campaigns.

With the outbreak of the Solomani Rim War, the regiment was used for the apprehension of Solomani exiles in the Marches, and to the operation of detention camps for them until the hostilities ceased. In the Fourth Frontier War, the Huscarles were one of the few non-Imperial units ready for action when the war broke out. The Duke of Regina consented to the imperialization of the entire regiment, and it served in the Menorb, Boughene, Pixie area.

In the period since the Fourth Frontier War, the regiment has been maintained at a three-battalion strength. Recently, however, it has been undergoing an expansion, and now has six battalions: three lift infantry, two lift cavalry, and one jump troops.



4518th LIFT INFANTRY REGIMENT

The organization of the Huscarles is relatively simple: a regimental headquarters (commanded by a colonel) with staff and small headquarters company of about thirty troops, and six battalions reporting to the command.

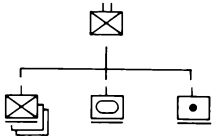
The regimental headquarters maneuvers in three grav troop carriers fitted for command functions; one is for the commanding officer, while the other two carry the substitute command post and the operations and intelligence post. The HQ also has one heavy duty dual place fighter at its disposal for reconnaissance and courier duties; it is normally maintained and supplied through the fighter squadron.

Attached to the headquarters is an artillery battery essentially identical to the batteries integral to the lift infantry battalions. Doctrine dictates that artillery should never be held in reserve. If needed, it should be committed. The regimental artillery battery is available to support any subordinate unit which needs it.

The regimental medical section provides a centralized aid station and mobile hospital for the unit, including a

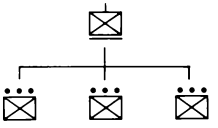
triage officer and sanitation control.

The flight wing attached to the regiment consists of a fighter squadron of ten heavy duty fighters, with pilots and maintenance crews, plus an ortillery (orbital artillery) squadron of three 400 ton system defense boats and crews. If necessary, a transport squadron can be attached to the regiment to carry it interstellar.



LIFT INFANTRY BATTALION

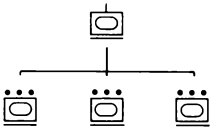
The regiment has three lift infantry battalions: first, second, and fourth, each consisting of five companies.



Lift Infantry Company

Alpha, beta, and gamma companies are lift infantry, and consist of three platoons each.

A lift infantry platoon is formed from three squads, each with a grav APC carrying twelve troops, including driver and squad leader. The platoon leader rides in a headquarters and support APC with ECM and firepower support capabilities. The platoon numbers four vehicles and 40 troops.

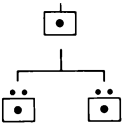


Grav Tank Company

Delta company is grav tank and is dedicated to firepower and maneuver support of the lift infantry companies. The grav tank company has three platoons.

Each platoon consists of three grav tanks (each is a squad with a vehicle commander and three crew members), plus a command tank with the platoon leader, platoon sergeant, and standard vehicle crew.

The grav tank company is generally deployed as platoons, with one platoon of tanks attached to each company of lift infantry in the battalion.



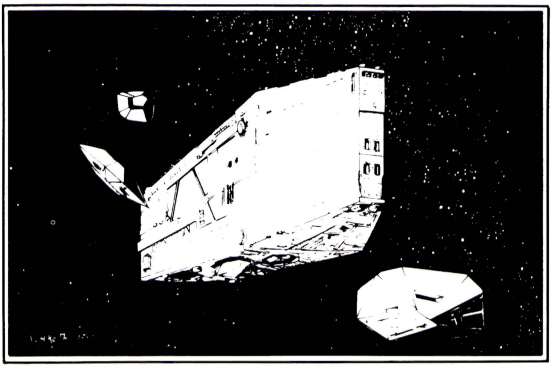
Artillery Battery

Epsilon battery is artillery, and consists of two artillery sections of four vehicles each.

First section is armed with multiple rocket launchers, second section with remote-controlled drone missiles. Each section mounts its weapons on an APC chassis, and has provision for a crew of five. A command element for each section consists of a section leader, sergeant, and two technicians. Ammo transport is attached as needed. The artillery battery is generally held to respond to firepower needs from the entire battalion. In cases of heavy need, specific companies within the battalion will be assigned priorities for response by the battery.

The lift infantry battalion is the mainstay of the regiment. It provides the troop strength to take and hold ground, the goal of every troop unit.

It contains 27 officers and 479 troops. It is entirely capable of transporting itself on any world surface using its own vehicles: 44 APCs, 13 grav tanks, and 8 artillery vehicles.



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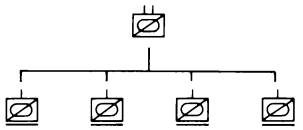
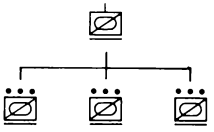


LIFT CAVALRY SQUADRON

The regiment has two lift cavalry squadrons (squadron is the cavalry equivalent name for a battalion): third and fifth, each of four troops (troop is the cavalry equivalent name for a company.



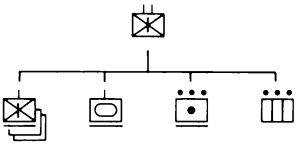
Lift Cavalry Troop

All four troops in the squadron (alpha, beta, gamma, and delta) are lift cavalry; indeed, the entire lift cavalry squadron is a homogeneous unit consisting entirely of lift cavalry troops, each of three lift cavalry platoons.

A lift cavalry platoon is formed from four squads. Each crews one vehicle: two grav tanks (crew of four each), one grav APC (crew of two, plus ten dismountable troops), and one firepower support APC (crew of five, including the platoon leader and platoon sergeant). The platoon numbers four vehicles and 25 troops.

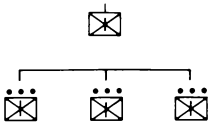
The lift cavalry squadron is the mobile firepower arm of the regiment. Its vehicles can provide support for any other forces within the regiment, and it can go faster and farther than the other units. In combined operations, the lift cavalry is committed in support of specific units, usually one troop per battalion, with additional troops in reserve or on special missions. Lift cavalry does not, however, have enough troop strength to take and hold ground; it is ultimately dedicated to supporting the lift infantry.

The lift cavalry squadron contains 19 officers and 238 troops. There are 21 APCs and 21 grav tanks assigned.



JUMP TROOPS BATTALION

The regiment has one jump troops battalion: the sixth, which consists of four companies, plus two support sections.



Jump Troops Company

Alpha, beta, and gamma companies are jump troops and consist of three platoons each.

A jump troops platoon is formed from three squads of ten troops, plus a headquarters section of four, including the platoon leader, platoon sergeant, runner, and communications specialist. The unit is essentially trained to be independent and self-reliant; it has no vehicles or special equipment permanently assigned, but may be provided needed material as necessary. All troops are trained to make encapsulated jumps from orbit.

Grav Tank Company: Delta company is the grav tank company. It is identical to the grav tank company in the lift infantry battalion. This tank company serves as mobile fire support for the unit.

Artillery Platoon: Firepower platoon is a single section of multiple rocket launchers plus necessary support

and fire direction equipment to enable the unit to adequately support operations. This platoon is essentially identical to the MRL section of the artillery battery.

Support Platoon: The support platoon is dedicated to maintenance and support of the assault capsules that the unit uses for orbital assaults.

The jump troops battalion is the elite commando force of the regiment. It falls to the jump troops to crack the hard missions and to do the dirty work of the initial assaults.

It contains 27 officers and 423 troops. It is largely dependent on outside sources for transportation; its own vehicles include 10 APCs, 13 grav tanks, and 4 artillery vehicles.

The equipment of the regiment is tech level 15 material common to Imperial forces.

The APC is a 12 ton grav vehicle with a pressurized interior, and space for up to 14 persons, plus driver and gunner, although it usually carries only 10 troops. The vehicle is normally armed with six tac missiles and thirty smaller 'fire and forget' missiles (a mixture of HE and flechette).

The command version is fitted with electronic and commo equipment and serves as a center for command and staff during operations. The medevac version (unarmed) has an integral open air/raft which may be detached; the APC itself has a small medical station capable of emergency treatment and surgery. The FDC (fire direction control) version is armed with a VRF gauss gun, and is used by artillery command sections to direct fire. The fire support APC (in lift cavalry squadrons) the missiles; it serves as a base of fire for

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Troop and Equipment Organization of the 4518th Lift Infantry Regiment

Unit		*Off*	*Trp*	*APC*	*Tank*	*MRL*	*RDM*	*Ftr*	*Ship*
Regimental HQ		7	23	3				1	
Artillery Battery		4	50	1		4	4		
Medical Section		3	20	4					
Flight Wing HQ		2	4					2	
Fighter Squadron		11	10					10	
Transport Squadron									
Ortillery Squadron		9	21						3
Lift Infantry Battalion HQ		3	10	4					
Lift Infantry Company HQ	(x3)	3	10	1					
Lift Infantry Platoon	(x9)	1	39	4					
Grav Tank Company HQ	(x1)	2	5		1				
Grav Tank Platoon	(x3)	1	18		4				
Artillery Battery HQ	(x1)	2	6						
Artillery MRL Section	(x1)	1	22			4			
Artillery RDM Section	(x1)	1	22				4		
Lift Cavalry Squadron HQ		4	10	3					
Lift Cavalry Troop HQ	(x3)	2	4		1				
Lift Cavalry Platoon	(x9)	1	24	2	2				
Jump Troops Battalion HQ		4	10	3					
Jump Troops Company HQ	(x3)	2	5	1					
Jump Troops Platoon	(x9)	1	33						
Grav Tank Company HQ	(x1)	2	5		1				
Grav Tank Platoon	(x3)	1	18		4				
Artillery MRL Section	(x1)	2	22	1		4			
Support Platoon	(x1)	1	20	3					
Headquarters and Associated		36	128	8		4	4	13	3
1st Lift Infantry Battalion		27	479	44	13	4	4		
2nd Lift Infantry Battalion		27	479	44	13	4	4		
3rd Lift Cavalry Battalion		19	238	21	21				
4th Lift Infantry Battalion		27	479	21	21	4	4		
5th Lift Cavalry Battalion		18	238	21	21				
6th Jump Troops Battalion		27	423	10	13	4			
Totals		182	2464	192	94	20	16	13	3

APC: Standard grav troop carrier (carries 10 plus driver and gunner). HQs use a command version; medical section uses a medevac version with a mated air/raft; artillery uses a fire control and direction version.

Tank: Standard turreted grav tank (crew of four); HQ tanks carry unit leader and sergeant in addition.

Ship: Ortillery (orbital artillery) utilizes system defense boats for fire support.

Ftr: Fighter squadron utilizes single place fighters for operations; dual place fighters are assigned to HQ for command use, although they are maintained at the fighter squadron.

Arty: Multiple rocket launchers (MRL) and remote-controlled drone missiles (RDM) are mounted on standard grav APCs.

the highly maneuverable lift cavalry elements of the regiment.

The grav tank is a standard grav powered fighting vehicle with a turreted upper gun mount and capacity for a crew of four; command versions of the grav tank have additional commo and electronics eqiipment, and carry a sergeant and unit leader in addition to the normal crew. The tank's main weapon, a fusion Y gun, is removed to make room.

Artillery units are equipped with multiple rocket launchers (MRL) which fire disposable packets of rockets for great firepower in small packages. They also utilize remotely controlled drone missiles (RDM).

Artillery is mounted in standard APCs (minus the other armament, of course) with provision for mounting the required projectors, plus spares for ammunition.

System defense boats form the ortillery squadron for the regiment. Each 400-ton boat can strike from orbit with its laser batteries or with its missile racks, and each is capable of maneuvering to the surface, underwater, and in deep space. The squadron contains three SDBs, plus one jump shuttle for transferring the boats between systems; additional jump shuttles may be available to enable the more rapid transfer of the SDBs if required.

The fighter squadron mounts tech level 15, 50-ton single place pursuit craft; their responsibility is to protect upper airspace for the regiment, as well as to pursue enemy craft where called for. Dual place fighters are assigned to Flight Wing HQ and Regimental HQ for courier and reconnaissance duties.

Transport ships for the regiment are not normally contained within the unit itself; the navy provides what it can, and it can range from excellent to horrible.

4518th Lift Infantry Regiment (the Duke of Regina's Own Huscarles)

The current regimental crest for the 4518th Lift Infantry Regiment (the Duke of Regina's Own Huscarles) was authorized in the year 1000 by the Imperial Division of Heraldry, and reflects the history of the unit since its establishment. The emergant unicorn (in actuality called the *bridled steed)* refers to the constellation spanning the Chronor and Jewell subsectors, and recalls the locations in which the Huscarles fought and died during the fierce battles of the Third Frontier War. The cutlass thrusting across the crest signifys that the unit was originally formed from Imperial Marine cadre; indeed, a majority of the unit's troop strength is still derived from marine veterans or temporary assignments. The Imperial sunburst at the upper right commemorates the unit's period of Imperial service during the opening days of the Fourth Frontier War. Finally, blazoned across the bottom of the crest is the unit motto: Strike From Space. The phrase is taken from the jump troops' exploits on Menorb in the days immediately after the Civil War.

Today, the 4518th Lift Infantry Regment (the Duke of Regina's Own Huscarles) stands ready in the service of the Duke and his subsector for the defense of the Imperium. Its 182 officers and 2464 troops comprise one of the finest regiments in service.

The Care and Feeding of NPCs

The key to maximum enjoyment of **Traveller** is the same as that to any other role-playing game: the interaction between players and the referee. This interaction can take place on many levels, but there is one major point of tangency, an important bridge between the two, that should never be overlooked. This bridge, the means by which much of the game or campaign can be regulated, is formed by the referee's use of non-player characters.

The NPC is interesting to have around. He/she/it can act as a patron, directing the players on an adventure, as a source of information, gossip, or rumors, as a stumbling block on the road to success, or as a source of relief (comic relief even) when the campaign becomes dull. To the referee, the NPC serves as an extension into the characters' environment, acting as eyes, ears, body, and mouth. It is far more creative

Regardless of where you come up with your NPC, though, bear in mind to subtly steer a group using the actions, inactions, or advice of a handy NPC, rather than handling everything by way of divine announcements from on high or even hints and suggestions. Coming from an NPC, the same kind of advice can be handed out more sparingly, and has a greater chance of misdirecting characters into an interesting situation.

Supplement 1, *1001 Characters,* and Supplement 4, *Citizens of the Imperium,* are major sources from which Traveller NPCs may be built. The other major source, of course, is recourse to a set of dice and Book 1. The latter method is time consuming, and tends to give the referee less control over the nature of the NPC. It is certainly not to be advised if more than one or two referee-controlled characters are going to

that there is more to an NPC than just statistics and skills. Like a player coming up with a well rounded character, the referee should take time to think out ways that the NPC can become an individual, rather than just another string of letters, numbers and words.

Human beings (and alien intelligences, too) all have some kind of motivation, some kind of purpose behind their actions. It is not really enough to say that a particular NPC is going to act as the villain in this adventure; the referee should know why the NPC is doing whatever is being done. The NPC will have specific goals and motivations, and these won't always mesh with those of the player characters even when the NPC is friendly to them. This can lead to a lot of additional excitement and a number of additional opportunities for adventure for everyone concerned.

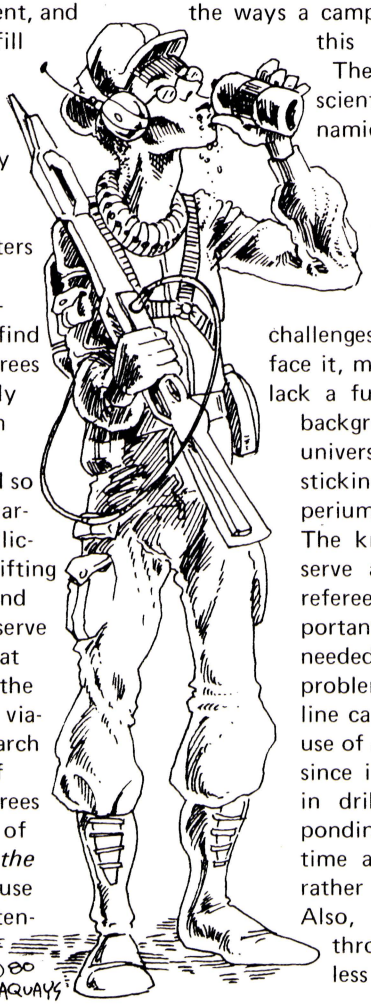
The referee should prepare NPCs carefully, making note of some of these special points. Once the character of the NPC is complete, the referee should be willing and able to play Traveller using the NPC, right alongside of the actual players, treating the NPC as a regular person in terms of reactions, attitudes, and characterization. The referee's NPC thus becomes an actual part of the game, instead of an outsider along for the ride, and the excitement and realism of the situation is much enhanced.

The referee has one advantage in the creation of the NPC that will help a great deal in making the character work in the adventure. Knowing in advance the general nature of the adventure, it is possible for the referee to fudge a little in order to produce the best possible character for a situation. Rolling up a character doesn't have to be all random. A little cheating on the die rolls is allowable for an NPC. Survival, promotion, and particularly the specific skills that are acquired should all be geared towards making the NPC become what you need for the adventure. In the same way, don't feel constricted by the characters you draw from the two supplements. Choose one who generally fits your needs; match a specific set of statistics or certain skills you know will be useful, or whatever. But feel free to take off at a tangent from the starting point, swapping around possible skills as you wish. Try not to give the character any skills that could not have been earned in the service through which he or she was trained, unless you can justify the skill in some other way or want the players to pick up on this out-of-place skill in order to recognize an imposter. Otherwise, anything goes. Substitute skills from Book 4, *Mercenary,* or Book 5, *High Guard;* add more to this skill while taking away from that one; even add skills if the character did not earn as many as might have been possible. Characters from the supplements should never be treated as static, fixed entities; they are as adaptable as you wish them to be, allowing an infinite number of combinations out of the basic source material.

How can NPCs be used to enliven the **Traveller** scenario or campaign? Let's take a look at some examples of ways in which the NPC can be a useful addition to the referee's bag of tricks.

First, we must distinguish between the varieties of NPC. The first is the "random" NPC; this is the street thug, policeman, customs agent, inspector, crewmember, or other individual who lends color to a situation, hinders or helps the party in some straightforward, obvious way, and is otherwise totally lacking in interest to anyone. These individuals will rarely be worth more

more than a passing glance. They should not even be created in advance; draw them from a supplement as needed. Don't bother to give them names or more than the most rudimentary characteristics (surly, friendly, nervous, or whatever); they won't be around long enough to matter. A second category of NPCs will be familiar to fans of SF films and TV shows. This individual is usually know as the "extra" or "spear-carrier", and serves a simple but useful purpose. He or she is generally the brawny security guard type, lacking in intelligence or refinement, and is normally sent along to fill in the background and sometimes to graphically demonstrate some danger or difficulty that the party should be on the lookout for. The extra saves wear and tear on player characters during the early stages of an adventure, while everyone is still busy trying to find out what's going on. Referees are encouraged to give only the most sparing attention to their extras since they probably won't be around so long either, but names, characteristics (such as a predilection for cleaning guns or lifting weights while off-duty), and other minor touches will serve to mislead the party so that they aren't totally sure if the NPC is a spear-carrier or a viable NPC. For further research on this particular breed of non-player character, referees are urged to watch reruns of *Voyage to the Bottom of the Sea*, which pioneered the use of the hapless extra as potential victim for that episode's creature, and *Star Trek*, which added a new meaning to the words "security man" (any character who 1) appeared in the first few minutes of an episode, 2) was wearing a red jacket, and 3) was not a well-known actor or series regular was destined to a quick death to show the audience how the monster worked).



Finally, we come to the third and most inportant variety of NPC, the full-blown character we described previously. The uses for this character are myriad. Let's take a look at a few of them in greater detail, to see some of the ways a campaign can benefit from this kind of character.

There is, first of all, the scientist/scholar. Not a dynamic individual, and probably not the first choice for many player characters, but a great help to the referee presenting puzzles and mental challenges to the players. Let's face it, most players are going to lack a full familiarity with the background of the referee's universe, even if they are sticking with the Third Imperium developed by GDW. The knowledgeable NPC can serve as a pipeline between referee and players for important facts and clues needed to solve a particular problem. This kind of pipeline can be far superior to the use of a library computer too, since information can be fed in dribs and drabs, corresponding to the length of time a subject is researched, rather than in one fell swoop. Also, information given out through an NPC can be less reliable than that

passed on by the computer, should the referee so desire.

Another worthwhile NPC to keep on hand is the villain. This individual can turn up in many situations, but one excellent way to work one in is to make the character a hidden saboteur planted on the party. Some kind of convenient excuse should be manufactured to get the character involved: expertise in some skill no one else has, or ownership of some vital piece of equipment, such as a ship, that requires the villain's presence. As long as the NPC is present, unforeseen accidents can be brought to bear to plague the party, according to what the referee needs to keep the adventure going. Of course, it is wise to keep the villain's identity a secret during the main body of the adventure, which means that the various disasters can't be too blatant, until the climax is at hand.

Another thing to keep in mind is the need for adventurers to have a chance to vent their frustrations on the villainous character towards the end of the adventure. Revenge of this sort can relieve a lot of built-up anger and provide a pretty nifty ending to the game.

If you do use the hidden villain travelling with the party idea, a wise idea is to have two or three other NPCs along who can be used as blind alleys. One could be an incompetent, who can cause trouble by accident, which will drive players crazy trying to puzzle out who is really responsible for their latest string of misfortunes. Is it the obvious chap who keeps making outright mistakes, or a more sinister villain who strikes referee should remember to use moderation in using these techniques. Don't repeat situations from one adventure in another; use some variety and keep your players guessing.

Patrons, of course, are NPCs, but it is important that the referee try to keep the patron from participating too actively in the adventure. The reason? Having an NPC as the employer of the group, and on the spot, leads to a reduction in player initiative. They tend to stop in the middle of a crisis situation, turn towards the referee, and ask "What does the boss want us to do?". Hardly an inventive way of getting out of trouble.

Patrons should either be unwilling to participate actively or they should be removed from the scene early on, through death, incapacitation, abduction, or some other means. This leaves the characters neck-deep in trouble, on their own, and forced to make crucial decisions without guidance. If the removal was permanent, it may also remove their source of income, a bonus for nasty referees, but a pitfall if you're trying to reward them for their actions. Non-player characters should never be mishandled by making them respond to

situations randomly. Minor characters, potential adversaries in a chance encounter, and other such relatively unimportant characters can be governed by the reaction table, but a really important NPC should not be. Wits and planning will be the key to NPC reactions, just as it is to any player character. However, the referee can and should continue to make rolls on the reaction table for all NPCs, making it look as if random chance governs everything. It's a convenient excuse, if nothing else, to say that the dice were behind the actions of a particularly ruthless non-player character!

By keeping these precepts in mind, it should be possible for NPCs to become a much more viable part of any referee's **Traveller** games or campaigns. By providing motives, directions, and intentions to the NPC, the adventure can go off on tangents that the players never would have thought possible or desirable. The new options can even surprise the referee, who can often let the NPC lead the way into a new adventure without a lot of contrivance or effort.

So set out into the world in the company of your players, joining into your own game as an NPC. When you've had to play one or two (or even more) different parts, you'll realise how useful these extensions of your persona can be. Just one word of warning, though: don't get too attached to your non-player characters. The less sociable players will often tend to kill them off for fun and profit, and getting killed can ruin your whole day.

— J. Andrew Keith

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EPITHETS FOR THE FIFTH FRONTIER WAR

It is common practice in wartime to slur the enemy with epithets which disparage or abuse him. Such will certainly be the case in this war as well. The following epithets are probable:

For the Zhodani: Imperial terms for the Zhodani include zho (frequently dirty, stinking zho), joes, donny, lank, and punks. In reference to the fact that many Zhodani are trained in psionics, the term sike (sometimes psike) is also encountered.

For the Vargr: Imperial references to the Vargr concentrate on their perceived speech patterns, and include snarl, gral, and barkers. The most offensive epithet is a reference to Vargr origins in the canines of Terra: doggie.

For the Sword Worlds: Bad feelings between the Imperium and the Sword World Confederation have been simmering for years prior to the present conflict. The intensely proud Sword Worlders insist on respect and deference from foreigners visiting their worlds, and have a reputation for requiring the use of "Sir," when being addressed. A powerful insult, when it can be gotten away with, is to omit the use of "Sir," especially with officials.

Similarly, an easy way to ingratiate oneself with a Sword Worlder is to adopt an attitude of deference and respect; even an extreme or satiric pose is mistaken by many Sword Worlders as sincerity.

For The Imperium: The many belligerents each have their own way of expressing slurs on imperials.

The Vargr tend to refer to the pink or tan of human skin with tannie or pinkie; they also have a disgust for the smell of some humans and use the term stinker (curiously, this term is sparingly used, but may refer to any humans, Imperial, Zhodani, or Sword Worlders).

The Sword Worlders have a resentment for the expansion of the Imperials into territory they consider to be rightfully theirs. For this reason, most Imperials are known as outworlder.

Zhodani epithets against imperials are divided into two types: those used by the psionic-trained upper classes, and those used by the ordinary lower classes.

The upper classes are sensitive to the lack of psionic training among Imperials; although the Zhodani lower classes are similarly untrained, at least the truly powerful psionic talents are detected and trained anyway. Upper class epithets include buzz, deaf ones, deadheads, and blockheads.

Zhodani lower classes are cruder in their verbal abuse of imperials. Their terms range from impie to various obscene expletives.

Of course, in practice, all of these epithets are known to be used by both the upper and lower classes.

— Marc W. Miller

SOFT BUNK, or
What To Do When The Zhodani Attack.

Tionale (Vilis 0701-C674321-8) is a non-industrial world outside the sphere of direct Imperial influence, although it is considered to be an Imperial client state.

The world's tainted atmosphere and lack of any readily exploited resources caused it to be settled relatively recently compared to its neighbors.

Settlement still clusters around the single starport on the world, but a slowly expanding belt of farms and small settlements surrounds the port city. The world's extensive outback is inhabited by a little studied alien race which until recently was peaceful, but of late has become increasingly hostile to the human inhabitants of Tionale. Attacks on outlying farmsteads have occured with increasing frequency over the last few months, and the area has been posted as an amber travel zone.

The players' group is contacted by a representative of the ruling council on Tionale, with a job offer. The council seeks a small band of mercenaries to serve as a training cadre for a newly raised and equipped citizen militia, to counter the threat posed by the hostiles, and protect the growing colony. The council will pay twice standard salaries and transport charges to Tionale to any mercenary group willing to undertake the ticket.

Referee's Information:

The human population of Tionale is roughly 8800, including technicians and starport personnel. Only a little over 400 citizens can be spared for training in the militia overall, and no more than 200 of these will be available at one time. Local manufacture of arms is practically nil, but sufficient equipment has been purchased off-planet to outfit the militia to tech level 6 standards.The group's first task when they arrive is to take 200 members of the militia out and begin small arms familiarization.

Approximately two weeks after the group arrives on planet, the Zhodani will invade Tionale. A small naval force will enter orbit around the world, achieving complete surprise, and meeting little resistance from the populace. After determining that there are no Imperial forces on the world, the fleet will move on, leaving a small occupation and pacification force. The council will issue one last order to the militia, to act as a guerrilla force, and make life as difficult as possible for the Zhodani army of occupation.

Amber Zone

Most of the militia's supplies and equipment were captured during the landing. The militia has small arms (rifles, submachine guns, and a few machineguns) plus whatever equipment the mercenary unit had with it. Ammunition will be in short supply.

The Zhodani garrison on Tionale consists of a battalion-sized task force of Zhodani colonial troops from the planet Querion. Due to Querion's low tech level (9) their troops are used exclusively as garrisons on primitive worlds such as Tionale.

The Querion garrison battalion consists of picked troops armed with the best equipment available to that world. Specific elements of the unit are drawn from seven different parent regiments and brigades, and although the unit has a high esprit de corps, inter-unit rivalry makes cooperation difficult.

The battalion contains the following units:

Two infantry companies, each of three platoons. Each infantry platoon has 41 men, five wheeled APCs (armed with tac missiles and auto-cannon), about twenty disposable anti-tank rocket launchers (ATRL), and five laser rifles. The infantry are armed with assault rifles and flak jackets.

One artillery company, of two batteries. Each battery contains three self-propelled multiple rocket launchers (MRL).

One engineering platoon of about forty men, and demolitions equipment.

One lift cavalry platoon of two grav tanks (armed with lasers and auto-cannon) and two grav APCs (armed with tac missiles and auto-cannon).

One transport squad, with five unarmed and unarmored G/carriers (enough to lift one platoon of infantry and their equipment).

A military government platoon of forty men.

A military police platoon of forty men, armed with assault rifles, flak jackets and various riot control gases.

The exact nature of the indigenous alien race and their position in this situation must be determined by the referee. They could be hostile to both sides, or side with the colonists or the Zhodani. A lot could depend upon the initial actions of the players and those of the Zhodani towards the aliens.

The referee must devise a map of the surface of Tionale and whatever other details of the planet are needed.

The referee should keep in mind that Zhodani high officers are psionic, and spies among the city's population will quickly be apprehended.

— Loren Wiseman

VEHICLE SPECIFICATIONS

Vehicle:	*Max (sprint) Speed:*	*Cruise:*	*NOE:*	*Armor:*
G/carrier	200	100	50	8/8
APC	100	70	N/A	28/15
Grav APC	600	350	120	23/15
Grav Tank	400	250	120	35/20

WEAPON SPECIFICATIONS

Weapon:	*Short:*	*Effective:*	*Extreme:*
Tac Missile (TL9)	3000m (55)	4000m (55)	none
Disposable ATRL (TL9)	100m (25)	200m (25)	300m (25)
1 Megawatt pulse-gatling laser (TL9)	5000m (40)	10000m (35)	20000m (25)

Armor: Second number is for flank or rear shot at armor.
All other formats as in Journal number 7, page 37.

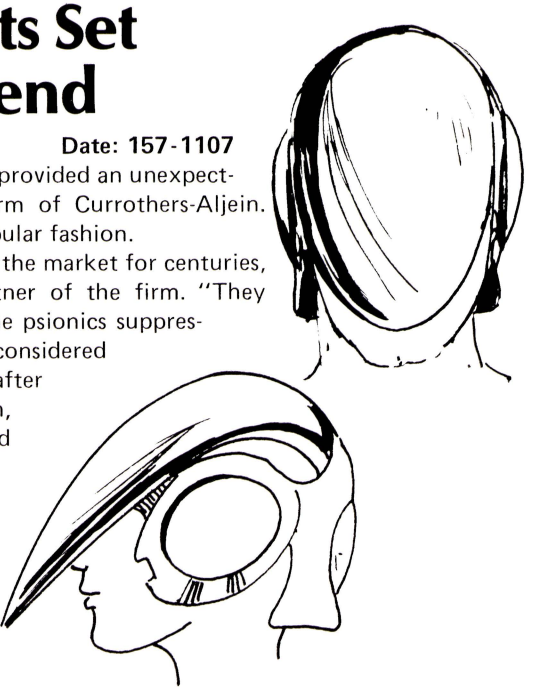
Psishield Helmets Set New Fashion Trend

REGINA/REGINA **Date: 157-1107**

¶ The war scare in the marches has provided an unexpected bonus for the local electronics firm of Currothers-Aljein. Psionic shields have become items of popular fashion.

¶ Psionic shield helmets have been on the market for centuries, reported Auges Currothers, senior partner of the firm. "They were popular for a brief time during the psionics suppressions back in the 800's, but they were considered to be something of an embarrassment after that," Currothers said. "Pretty soon, nobody wore them, even during the Third and Fourth Frontier Wars, but for some reason we can't keep them in stock now."

¶ Local Imperial authorities are pleased with the trend and suggest that it reflects a patriotic response of the population to the threat posed by mind-reading enemy spies. Ω



Psionic Shield

Psionic shield helmets, or psishields, come in a variety of designs, but all work on the same general principles. All models completely encase the wearer's head. A battery powered generator located over the back of the neck creates a weak electrical field at human brain-wave frequencies which psionically endowed individuals perceive as static.

Psionic shields are available on worlds of tech level 12 or better with a roll of 9+. Chances for finding them are better (DM +3) where the population is suspicious or fearful of psionic activity, or on worlds caught up in the current war scare along the Zhodani frontier. On some worlds, they have become fashionable among the well-dressed upper classes, although they are too expensive (and, indeed, unnecessary) for most civilians. They are sometimes issued to individuals working at installations or secret projects which, for various reasons, cannot themselves be shielded.

Psishield electronics are relatively simple, but prone to breakdown from lack of maintenance or sabotage; therefore, a small meter is provided with the unit for periodic testing of the device's effectiveness. Any character with access to the helmet can disable it temporarily; individuals with electronics -3 can disable it in such a way that even test meters will not reveal tampering.

The on/off switches of most models are equipped with psi-proof locks to prevent telekinetics from turning the helmet off. Many have chinstraps or other methods of securing the helmet in place. At tech level 14, advanced models are available which are powered from the wearer's body heat, and need no on/off switch.

Psishields provide little physical protection, but give the wearer an automatic psionic strength rating of 15 (for the purposes of defense against assault

only). Shielded individuals cannot be detected by characters possessing life detection, nor can they receive telempathetic or telepathic suggestions. They cannot be probed or have their thoughts read.

Psionic shielding is built into many large installations and military or scout bases where secrecy is required. Military ships, vacc suits, and armor generally have psionic shield circuits built into them to prevent enemy telepaths picking up battle strategy during combat. The shield circuitry for ships and buildings is considered a prime target for enemy saboteurs and is heavily guarded during times of crisis.

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– William H. Keith, jr.

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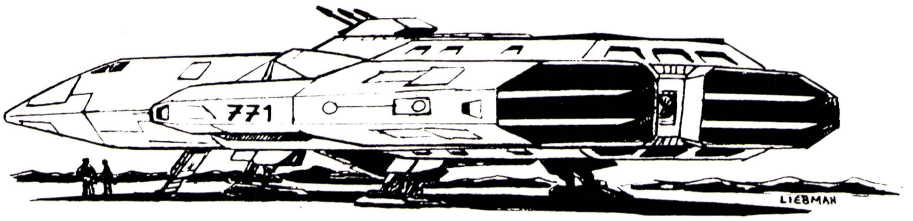


The idea of fixed planetary defenses for an entire world has proven impractical. One installation simply cannot provide protection for more than a continent, if that. Instead, mobile defenses have become the standard for system protection.

The idea is that a sufficient quantity of small, powerful attack boats can provide a hard-hitting defense for any system. Ton for ton, a non-starship can carry more power, more weaponry, and faster maneuver drives than a jump-capable starship. Ship for ship, the system defense boat provides a greater chance of hitting and surviving than would a larger starship.

Strategists contend that a properly deployed system defense boat force can repulse invading star fleets up to twice their tonnage, and can hold down other invading star fleets for weeks or months if properly deployed. The defense strategy is a three part plan.

Initially, the system defense boats react to the invading fleets, catching them before they have a chance to regroup and coordinate. This first pitched battle is intended to deny refueling to the enemy, and to destroy the fleet completely. If the enemy refuels, then the first stage of the operation is lost, and the middle game begins.

The second stage of the defense plan involves predesignated boats moving to pre-arranged positions. Some continue the harrassment of the enemy; others move to defend the major world from close orbit; still others scatter to the asteroid belt, the far cometary positions, and to deep within the gas giants. During this stage, the boats continue a holding action against the enemy fleet, inflicting casualties against any ships they can. If necessary, they ignore the major battleships and hit auxiliaries. The boats stationed deep within the gas giants lie in ambush waiting for ships to refuel; they are most vulnerable then, and a large percentage of casualties are inflicted on the enemy during fueling operations.

Planning for this second stage of the defense operation has already foreseen supply and repair problems. Caches of fuel, supplies, repair parts, simple but well-built repair bays, and even standby

Boat Crew Celebrates 200th Kill.

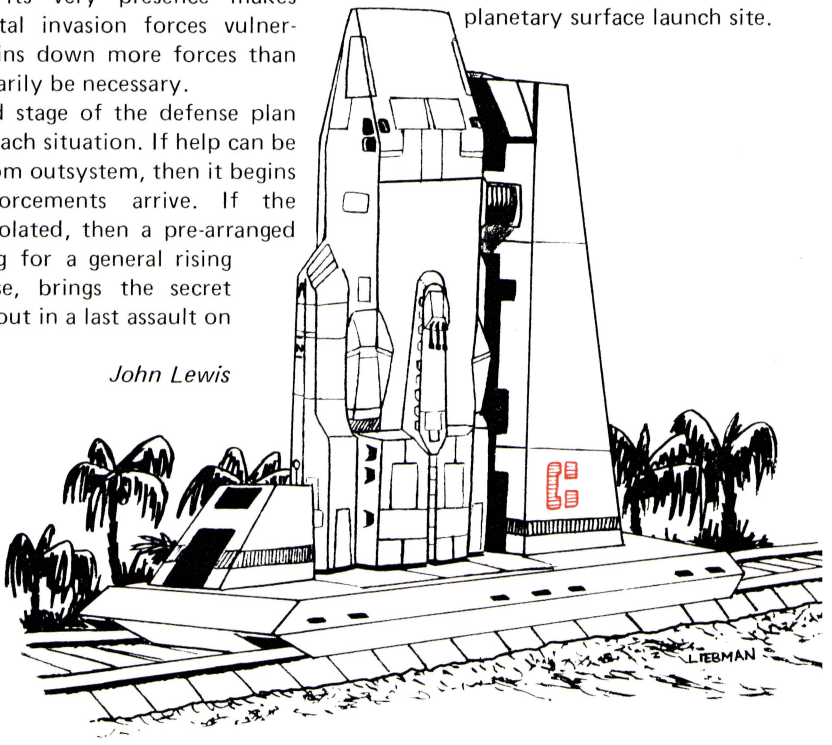
crews are secretly stationed in out of the way locations.

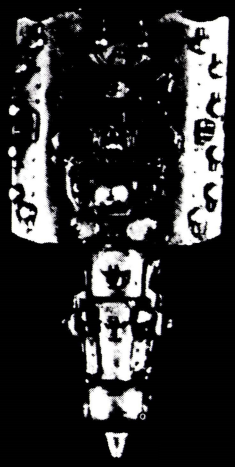
The second stage also includes support of indigenous ground forces during invasions. The system defense boat is deliberately designed to serve as a fire support ship as well as an anti-fleet ship. Its very presence makes enemy orbital invasion forces vulnerable, and pins down more forces than would ordinarily be necessary.

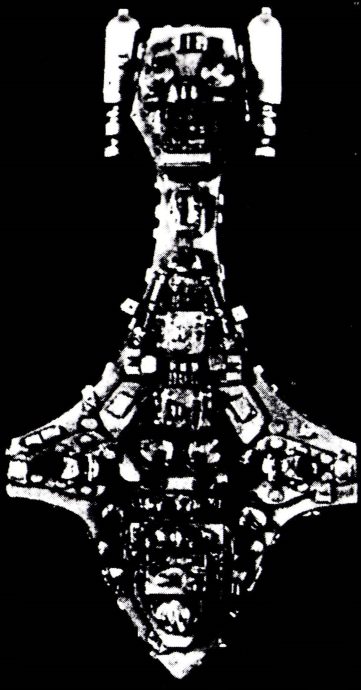
The third stage of the defense plan varies with each situation. If help can be expected from outsystem, then it begins when reinforcements arrive. If the system is isolated, then a pre-arranged signal calling for a general rising and response, brings the secret boat forces out in a last assault on the invaders.

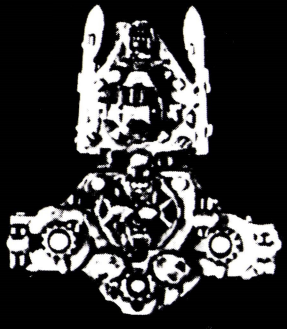
John Lewis

System Defense Boat in typical planetary surface launch site.





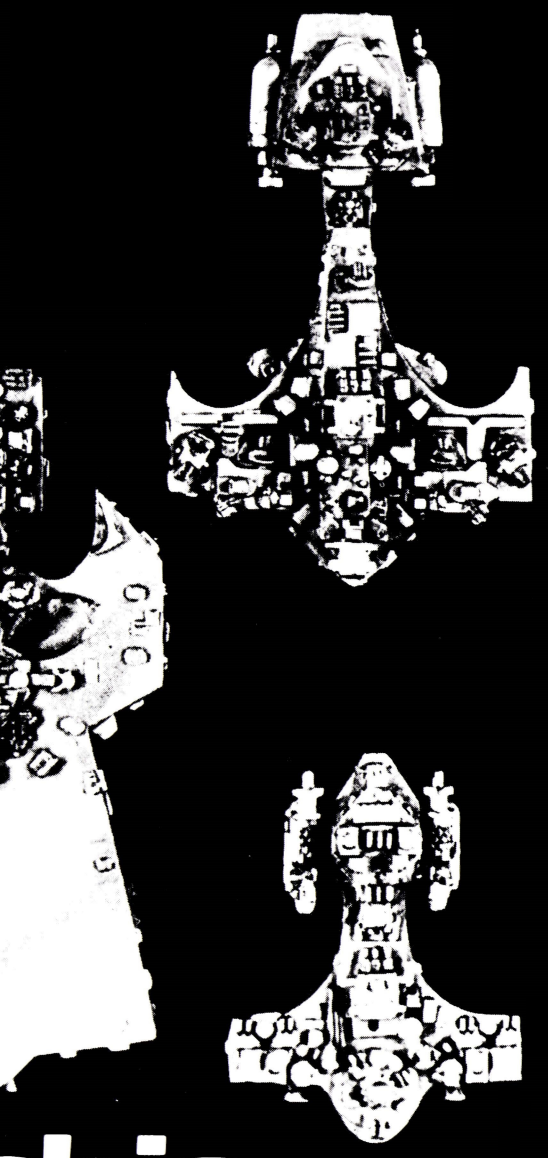


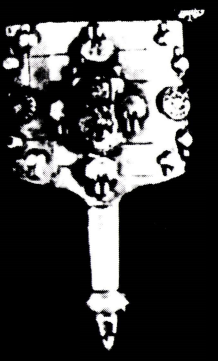


Star
Minia

As a service to those of our readers who either play **Traveller** using miniature figures or who are interested in doing so, we will be presenting brief surveys of what is available and what companies manufacture miniatures appropriate for gaming use. We will cover the various manufacturers one at a time, and will concentrate only on such of their products as are directly related to science fiction miniatures gaming.

The photographs on these two pages illustrate a random selection of the large number of metal cast model spaceships manufactured by Superior Models, Inc. The scale is unspecified (the manufacturers say they can be used with a number of scales). Ships are available in five different basic designs, representing the naval might of five different intelligent races: *Terrans* (the good guys), *Entomalians* (arthropods), *Avians* (birds), *Aquarians* (fish), and *Carni-*





ship
tures

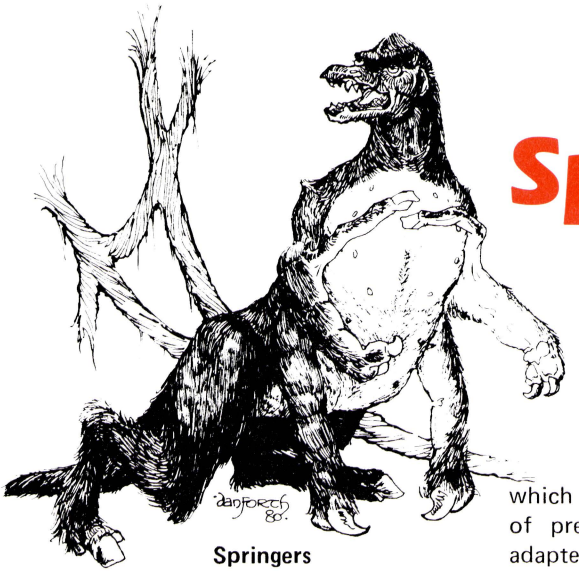
vorians (cats). The line consists of over forty models ranging in actual size from half inch long fighters to awesome six inch spacegoing battleships.

In addition to the line of spaceships and accessories (like fighters for the carriers, and something called a captive towed tactical missile) Superior makes a line of 1:285th scale armored vehicles, nominally representing the armies of the five sentients mentioned above. This line includes both light and heavy tanks, something called a destroyer, troop carriers, and fighting robots.

While 1:285th is not the recommended scale for **Traveller** ground figures, these vehicles might be of some use to the referee who is willing to devise rules for their use.

Produced by *Superior Models, Inc., PO Box 99, Claymont DE 19703.*

Photographs courtesy *Alnavco, Inc. Box 9, Belle Haven, VA 23306.*



Springer

by Liz Danforth
and Loren Wiseman

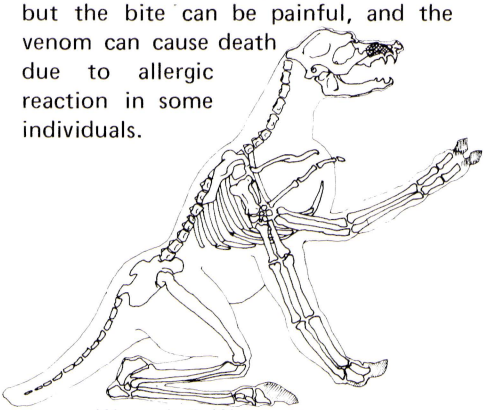
Springers
(*Arachnofelis* var.)

Springers (also called cave spiders, spider-cats and shrew-spiders) are eight-limbed quasi-mammalian carnivores. Their origin world is not known, but they are found throughout the coreward regions of the Imperium. Although spread widely by the mysterious Ancients, the range of the springer was increased considerably by the colonists of the first Imperium, as a means for biological pest control. Massing between 250 and 500 grams, springers average 15 centimeters in length.

For reasons not completely understood, springers evolved from a four-limbed form. Each limb evolved into two, the upper portions shortening almost into non-existance. The silk is excreted by glands in the upper chest area, which is hairless to prevent tangling. Two modified "thumbs" are used to draw the silk from the glands and manipulate the web. The silk produced is adhesive only when excreted, drying rapidly to a thick rope. Webs woven of it are coarse networks which signal the presence and location of prey. The powerful hind legs are adapted to leaping and the remaining limbs are used for clinging to the prey while the poison (from two glands in the mouth) is injected into the prey.

Springers are hermaphroditic. Young are born live at any season, in litters of 3 to 5. Since most of their "milk" glands have evolved into silk producing glands, the springers supplement their youngs' diet with regurgitated, partially digested food.

Springers normally inhabit caves dense forests and rock crevices, but can often be found inhabiting piles of rubble and deserted buildings. Springers are not normally dangerous to humans, but the bite can be painful, and the venom can cause death due to allergic reaction in some individuals.



Number & Type:	*Weight:*	*Hits:*	*Armor:*	*Wounds & Weapons:*
1 Pouncer	.5 kg	1/1	none	1 special A7 F4 S3

Kian

Kian
(*Pseudostruthio gigas*)

Kians are herbivore grazers of large size, originally known from Prilissa in Trin's Veil subsector. Due to their hardy nature, they were exported to a number of worlds as beasts of burden, and are a common sight in the coreward reaches both in the wild and in captivity. They are plains dwellers, travelling in herds of 10 to 60 individuals, feeding upon grasses, leaves, or similar plant matter.

Externally, the Kian is a large bipedal creature with a long neck, short tail, and no other limbs (the remains of an atrophied pair of fore-limbs can be found in some species. Kians are thickly furred, their coats showing distinctive color patterns of brown, gold, lemon-yellow, and black. A kian's legs are powerfully muscled for fast movement over long distances. The sturdiness of their overall frames has made them a frequent choice for use as mounts and pack animals on the planets where they occur. Kian's hearing and eyesight are extremely good, reflecting their predator laden environment of origin.

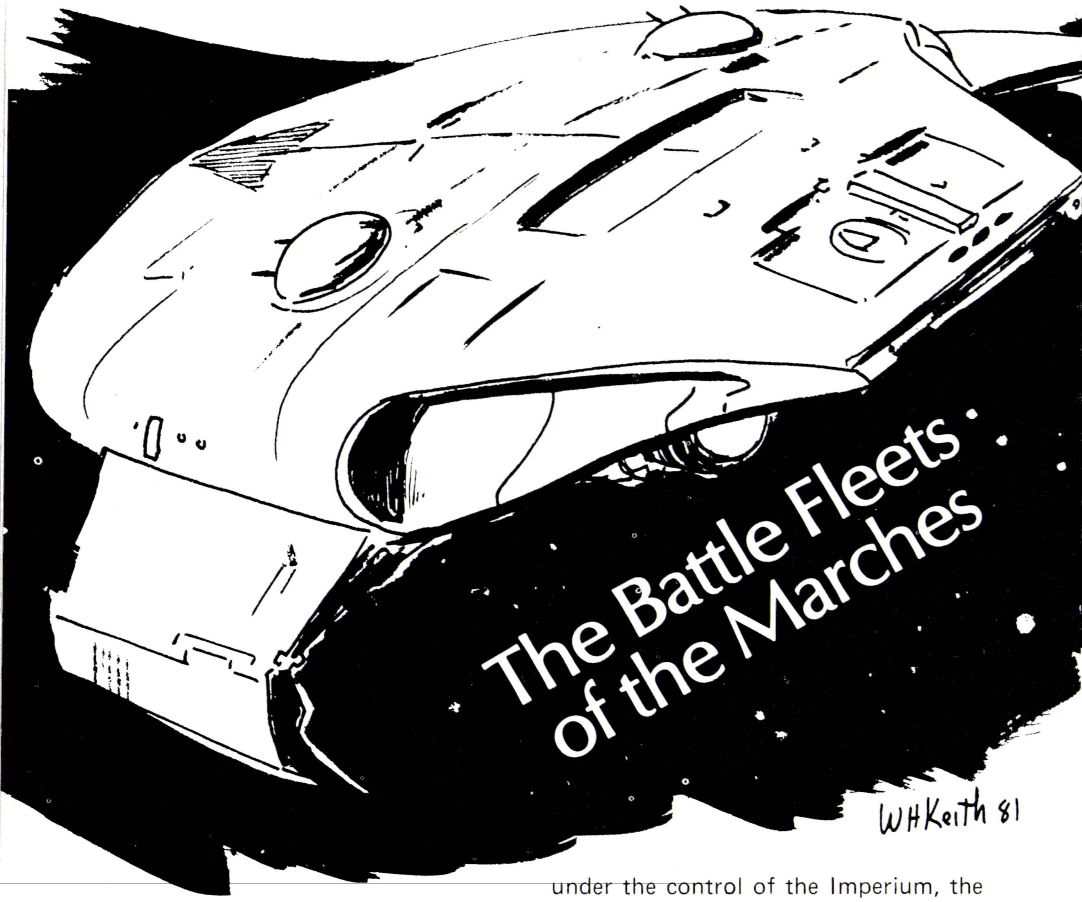
Internally, the Kian is unremarkable. It has a closed circulatory system and an overall high metabolism which requires that it be fed 30 to 50 kilograms of vegatable matter daily. The kian digestive system consists of two stomachs, which allows the animal to break down the toughest plant matter into digestable form. The kian has a thick layer of fat which insulates in cooler climates and provides a degree of protection from the venomous bites or stings of some small animals. The skeleton is strong and heavy, and is structurally not unlike that of the moa and other prehistoric terrestrial flightless birds.

When attacked or frightened, kians will usually flee, but if cornered are capable of delivering deadly kicks with either of their hooved feet. The large claws projecting from the backs of the feet are only present in the male, and seem to be used solely for ritual combat between males prior to mating.

Kians can carry up to 250 kilos comfortably, and will refuse to move if overloaded. Kians cannot tolerate thin atmospheres, and require a special filter/muzzle (Cr50) for tainted atmospheres.

Roger Moore.

Number & Type:	*Weight:*	*Hits:*	*Armor:*	*Wounds & Weapons:*
10–60 Grazer	400 kg	25/10	Jack	10 Hooves A9 F4 S3



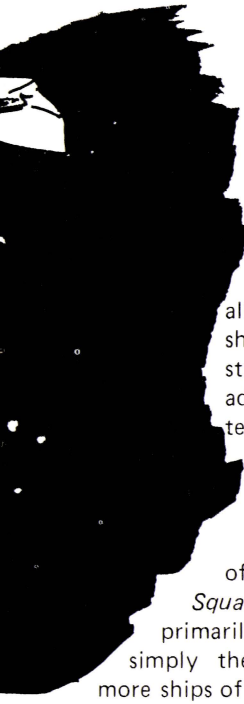
The facts of political relationships within the Spinward Marches, the history of frontier wars along the borders, the details of interstellar intrigue, and the potential for future warfare on both system and interstellar levels all dictate the existence of battle fleets in the Spinward Marches. The fleets are not unique; they are typical. Most sectors throughout the galaxy boast star fleets devoted to the maintenance of peace, the prosecution of war, and the suppression of disorder.

THE SPINWARD MARCHES

The most spinward fringe of the Imperium (or, to say it another way, the trailing edge of the Zhodani Consulate) passes through the Spinward Marches. Within the Marches, territory stands under the control of the Imperium, the Zhodani Consulate, and several relatively small federations or confederations including the Darrians and the Sword Worlds. Immediately to coreward, large numbers of Vargr occupy entire subsectors, making them also of interest when discussing the naval forces of the Marches. Although the ships of the various peoples of the Marches differ, the basic facts of naval organization do not. In essence, a discussion of these facts can be applied to all of the starfaring races and governments in the Spinward Marches.

SHIP AND FORCE ORGANIZATION

The basic element of any space navy is the starship. Many types and classes are in existence, and they serve many purposes, but essentially they are fight-



ing starships. Navies, however, in order to exercise command control and to operate efficiently, impose an overstructure of organization which allows them to oversee ship movements. This overstructure is partially an administrative structure intended to simplify supply and repair operations, and partially a tactical structure intended to simplify the operations of battle.

Squadrons: A squadron is primarily administrative, and is simply the assignment of two or more ships of the same type and class to a single group. Auxiliary ships of various types are often attached to that same squadron for support, escort, and reinforcement. Squadrons are also called divisions or sections depending on local preference and usage. The names are ultimately unimportant; the fact is that ships are rarely based individually.

For example, the Imperial CruDiv 119 consists of two Azhanti High Lightning class frontier cruisers (CF-6405 Bard Refuge and CF-6355 Children of the March) assigned to patrol duty in the Spinward Marches. The cruiser division is identified as a Lightning class cruiser division with two CFs assigned. The division (or squadron) actually consists of from four to eight ships, depending on the local situation, enemy threat, and even time of year. The additional ships are generally not noted because they are inconsequential; they are simply small escort ships suitable for short reconnaissance runs, fleet couriers suited for transmission of intelligence reports, or even auxiliary support ships needed for local repairs on station.

Large squadrons will have many auxiliary ships, and depending on design needs, they may include refuelling ships, troop shuttles, fleet couriers and courier tenders, command ships, or intelligence processing ships. The identity of the squadron, however, is taken from the major battle vessels within it; the auxiliary vessels add little combat firepower to the unit, and are only a small portion of the total ship tonnage.

Of course, individual ships are capable of jump and maneuver on their own, and they are not permanently tied together. It is possible for a local commander to split a squadron or division into individual ships, especially for simple errands, routine calls at ports, or to spread forces over large areas. But such division of forces also removes ships from the control of the squadron commander and weakens any tactical or strategic advantage he might have. As a result, squadron splitting is generally a peace-time occurrence. In time of war, the squadron is the basic unit of naval force.

Squadron Types: There are many types and classes of ships. Squadrons, however, are of only five basic types: battle, cruiser, scout, tanker, and assault.

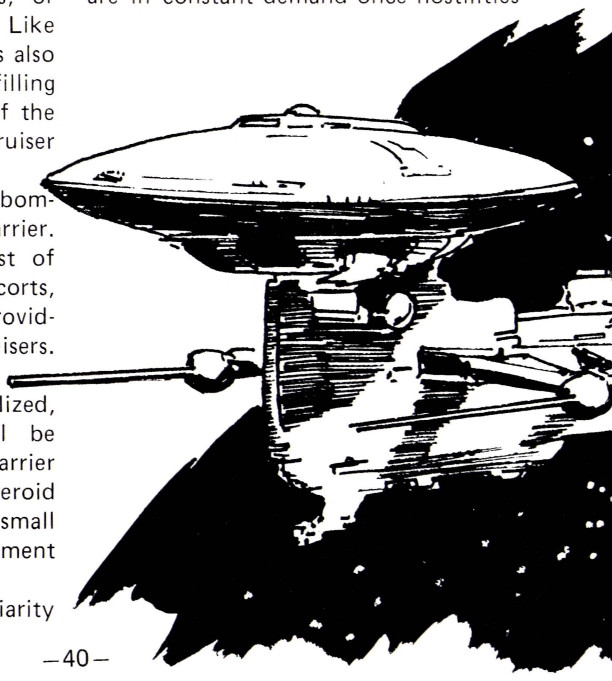
Battle squadrons are formed from battleships or battleriders and are intended to meet the best of the enemy fleet, engage it, and destroy it. Their purpose is battle. Of course, an indication of the flexibility of this sort of definition is obvious when the above statement is examined closely. Since every battle generally has a winner and a loser, only about half of the ships meeting enemy ships come out victorious; battle squadrons are intended to meet and destroy the enemy. Whether they do or do not depends on many factors. Battle squadrons are usually reinforced with large numbers of auxil-

iary ships, including refueling shuttles, troop transports, and many small escorts. In addition, large numbers of fast fleet couriers are generally taken along in order to allow the fast relay of battle intelligence to higher command levels.

Cruiser squadrons are organized from cruisers and are intended to support the line of battle in space combat; they have a secondary duty to support planetary surface operations once the space battle has been won. In one-on-one battles, cruisers can virtually never win over battleships or battle-riders. Sufficient numbers of cruisers, however, can emerge victorious from a fight with a lesser number of battleships. Thus, cruiser squadrons can be employed in the line of battle in an emergency. Their primary purpose is support. They engage the enemy's cruiser squadrons and keep them at bay until the battle squadrons have decided on a victor. Depending on the results, they then direct the battle squadrons to new (and easier) cruiser targets, or jump out of the system to safety. Like battle squadrons, cruiser squadrons also include a variety of auxiliaries fulfilling various support functions. One of the most important, given the cruiser squadron responsibility of planetary surface support and bombardment, is the bulk ordnance carrier. Typically, a squadron will consist of two to six cruisers, many small escorts, and at least one ordnance carrier providing resupplies of missiles to the cruisers. If large quantities of dead-fall ordnance are to be utilized, an additional bulk carrier will be assigned. This second bulk carrier will move to a local moon or asteroid belt and carve out large rocks or small asteroids for use in the bombardment phase.

Scout squadrons are a peculiarity of wartime. In peace, the scout service (including exploratory, communications, and survey branches) scatters its forces over large distances. Of necessity, when hostilities begin, many of these services are suspended, and the ships are committed to defensive duties. They perform them in scout squadrons. Scout squadrons are difficult to define. Because of service pride, interservice rivalry, and general lack of equipment interchangeability, scout squadrons are quite heterogeneous. They are also only lightly under naval command. Their greatest asset is not their actual combat capability, but their familiarity with the territory and as a result they are usually dispatched on independent missions.

Assault squadrons are groupings of troop transports. Their carrying capacity is measured in the hundreds of battalions, and they serve two functions. One is the simple transportation of troop units from point to point. Their large capacities make them ideal for massive troop movements, and they are in constant demand once hostilities



begin. Their second function is the actual delivery of troops to a disputed world surface. They are the invasion carriers for world combat.

Tanker squadrons are a special requirement dictated by technology. Regardless of what jump levels are available to ships or squadrons, ultimately a situation will occur where a squadron cannot reach a destination because of lack of capability or or fuel availability. The tanker squadron is a special grouping for fuel carriers which accompanies other squadrons and refuels them. The need and the solution should be obvious.

REGULAR AND COLONIAL SQUADRONS

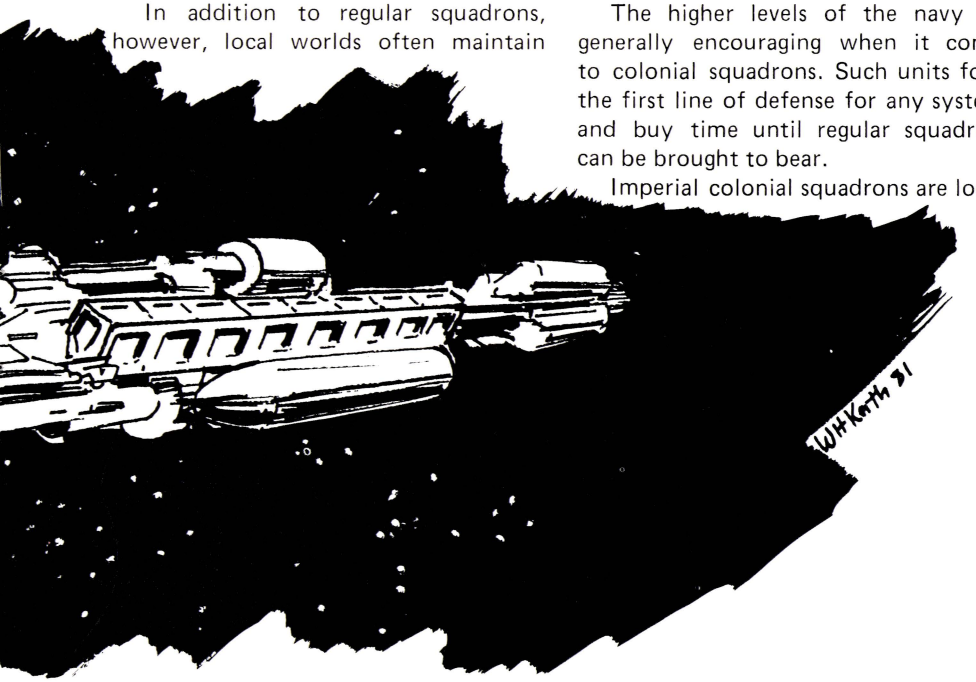
Squadrons may also be classified by their level in the governmental structure. For the most part, squadrons are regular; they are part of the regular naval establishment. Within the Spinward Marches, they are Imperial squadrons, Consulate squadrons, or Vargr squadrons.

In addition to regular squadrons, however, local worlds often maintain their own navies. Where such a navy consists only of system defense boats, it is only incidental to a discussion of squadrons and fleets. Some worlds with high enough tech levels and large enough populations see their way fit to flying their own squadrons of interstellar warships. Such squadrons are called colonial squadrons where neces- to avoid bruising local egos, the term provincial squadron is also acceptable.

In essence, colonial squadrons are locally fielded, locally manned, locally commanded, and locally oriented squadrons of types that are useful to the system involved. A system may decide that they require a battle squadron for protection against marauding neighbors, unchecked piracy, or insufficient regular protection. The advantage of a local colonial squadron is that it operates at the local tech level. The economic fallout is desireable, as it utilizes the local economy, it trains and depends on local labor, and it can be depended on to protect the local assets.

The higher levels of the navy are generally encouraging when it comes to colonial squadrons. Such units form the first line of defense for any system, and buy time until regular squadrons can be brought to bear.

Imperial colonial squadrons are local-



ly raised and financed. In time of war, they become imperialized and may be utilized by the Imperial Navy as required for the greater good of the Imperium. This fact is not necessarily well-publicized before hostilities begin.

Zhodani colonial squadrons are locally raised, but are subsidized extensively by the Consulate, especially in the Marches. Given a basic aggressive thrust by the Zhodani in the Marches, this policy is to be expected. It utilizes local personnel to reinforce the Consulate Navy for in offensive operations, and also frees the Navy from responsibility for defensive operations in the event of Imperial counter-strikes.

Vargr colonial squadrons are essentially locally raised units.

Sword Worlds colonial squadrons form the entire Sword Worlds Navy. In effect, the Sword Worlds do not maintain their own confederation-wide forces, drawing on their worlds for such forces as the situation may call for.

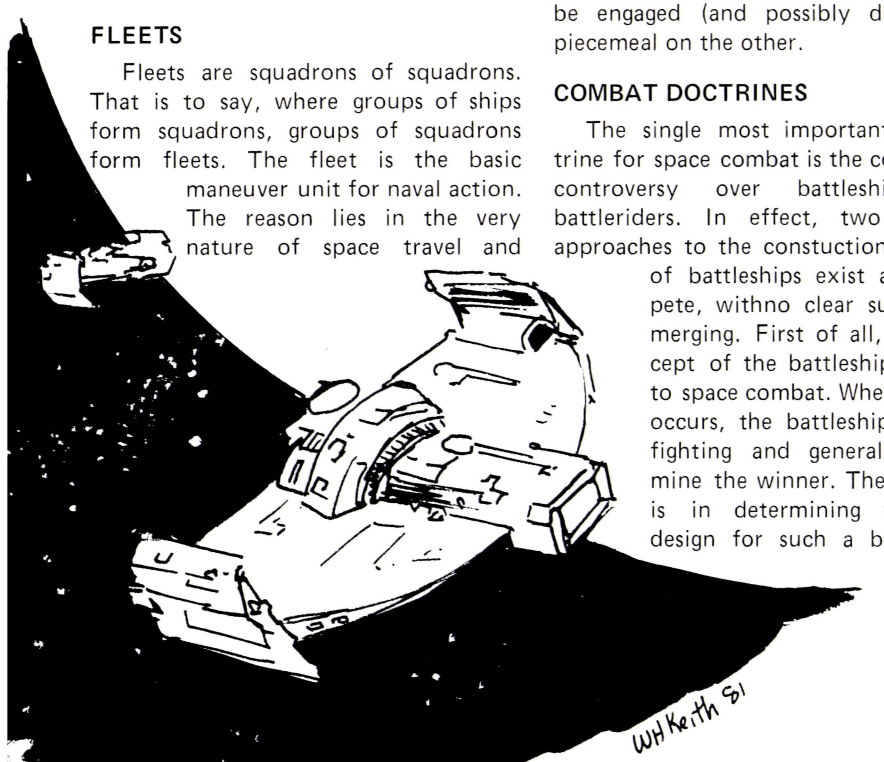
FLEETS

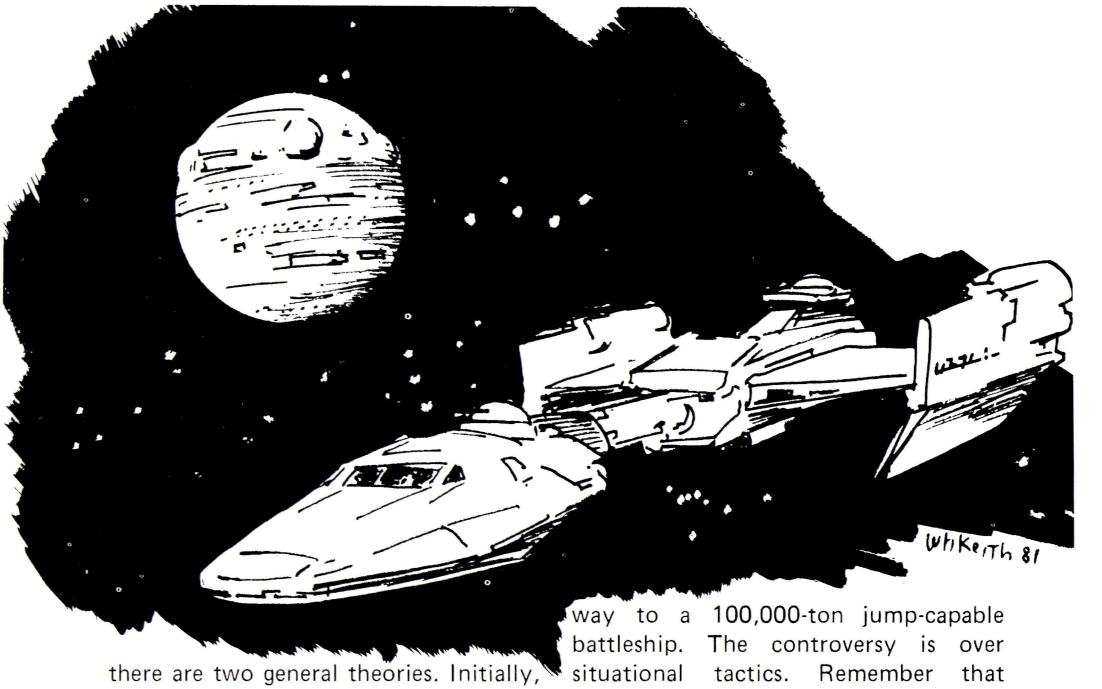
Fleets are squadrons of squadrons. That is to say, where groups of ships form squadrons, groups of squadrons form fleets. The fleet is the basic maneuver unit for naval action. The reason lies in the very nature of space travel and space combat. Since jumps from system to system avoid all intervening territory, an invading fleet can completely avoid many well-defended systems as it crosses a border and moves into the interior of the enemy's territory. In cost effective terms, it is impossible to provide enough ships or squadrons to hold off an invader. And in tactical terms, it is impossible, given the restrictions on communications inherent in the jump system, to direct many different, independently maneuvering ships or squadrons to the right place for a battle.

As a result, in both the attack and the defense, the fleet has become the basic maneuver unit for naval operations. Under an admiral with complete authority and very wide latitude, the fleet can maneuver to the probable site of an enemy incursion, there to wait for its arrival, or to move on to the next probable site. Giving such authority to lesser squadron commanders would cause chaos and disorganization on the one hand, and would allow squadrons to be engaged (and possibly destroyed) piecemeal on the other.

COMBAT DOCTRINES

The single most important combat trine for space combat is the continuing controversy over battleships and battleriders. In effect, two distinct approaches to the constuction and use of battleships exist and compete, withno clear superiority merging. First of all, the concept of the battleship is basic to space combat. When combat occurs, the battleships do the fighting and generally determine the winner. The problem is in determining the best design for such a battleship:





there are two general theories. Initially, the battleship concept centered on large tonnage ships with high maneuver and agility, excellent computers, and extensive arrays of weaponry. The combination of legs and firepower made the ships clearly formidable adversaries. Soon, however, it was proposed that for any two ships of equal tonnage, a non-jump capable ship, unburdened by large fuel tankage requirements, could carry more and greater firepower, better armor, and have an overall edge. Tests and battle reports confirmed the concept. The result was the battlerider squadron: several (2 to 8) large craft in the 50,000 to 100,000-ton range, each armed and armored like a battleship. Part of the squadron is a dispersed structure carrier with jump drives and tankage sufficient to support the entire group. The battlerider squadron moves between stars as one ship, deploying the best possible forces for large scale operations.

Upon breakout from jump, the battleriders move immediately to engage the enemy while protecting the carrier in the reserve once battle is joined.

Its true: a 100,000-ton non-jump-capable battlerider is superior in every way to a 100,000-ton jump-capable battleship. The controversy is over situational tactics. Remember that enough cruisers cornering a battleship can destroy it; no ship is totally invulnerable all the time. The battleship theory states that battleships are superi superior because they do not need to constantly guard a mothership. If a battlerider fleet enters a system and encounters superior forces, the battle becomes one to the death. The riders must win before they can rejoin their carrier and break off; if they attempt to break off before a victory, they risk destruction of their carrier. In the same circumstances, battleships could easily break and run when they face a superior enemy.

The controversy thus stands: should ships be designed for an expectation of victory, as in the battleriders, or for a minimization of defeat, as in the battleships. The result, as always, is a compromise. Colonial squadrons tend to be battleships, to defend local systems, and to allow an escape when overwhelmed. Regular squadrons tend to be battleriders, for maximum striking power in the offensive.

—Marc Miller

Heavy Machinegun

Between the light machine gun, used as a squad and platoon support weapon, and the auto-cannon, with its hard-hitting and expensive firepower, there is a weapons gap that needs to be filled with a relatively inexpensive company level automatic support weapon. The heavy machine gun is suitable for this purpose.

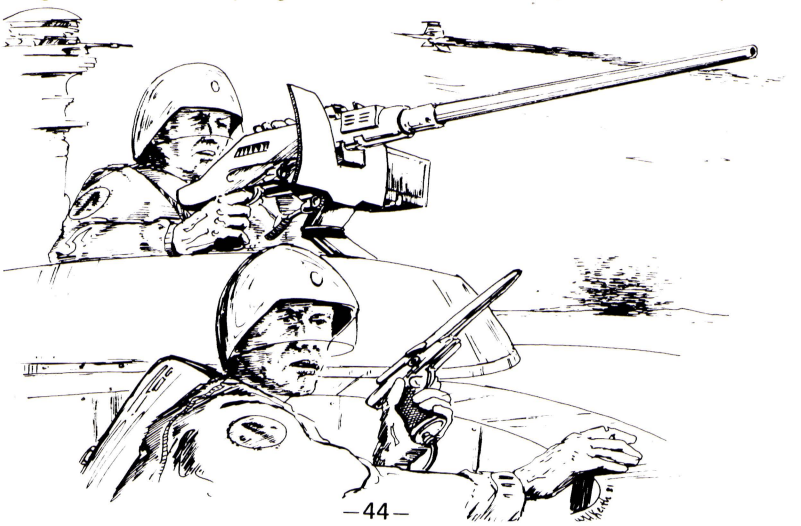
The heavy machine gun is a full automatic, belt-fed support weapon often used by mercenary and other infantry units, and sometimes available to private parties on worlds of law level 2 or less. Heavy machine guns are also used as secondary armament aboard some AFVs, in cupola or pintel mount.

They begin to be found in general use at TL 6 and continue to be used as infantry and cavalry support weapons at TLs as high as 8 where they begin to be superseded by light auto-cannons and portable energy weapons. The HMG's main drawback is its weight and recoil, which prevent it from being fired on the move unless vehicle-mounted.

HMGs fire a 13mm, 20 gram bullet at a velocity of 1000 meters/second, with a practical rate of fire of 200 rounds per minute (50 rounds per combat round). Ammunition is provided in 100-round belts. Reloading requires four combat rounds if performed by the gunner alone, two combat rounds if a loader is assisting. If a loader is present, two 100-round belts may be linked together.

Heavy machine guns require a two-person crew, including a gunner to fire the weapon and a loader to carry ammunition, help reload the weapon, and assist with emplacement. The gunner must have at least heavy weapon-1 skill to fire the weapon. Each higher skill level is a plus DM to the HMG's "to hit" die roll. Heavy weapons skill is not required for the loader, but if present can be added to the gunner's skill when they work to clear jams (see below).

The heavy machine gun fires 10-round bursts, up to five of which may be fired in any one combat round. If more than three bursts are fired per combat round, the HMG may overheat



and jam. Normally an aircooled weapon, the HMG can have a water cooling jacket fitted around its barrel to lessen the probability of jamming, and to allow higher sustained rates of fire.

As with the light machine gun, roll 2D for 13+ to jam, DM +1 for each extra burst fired, with DMs cumulative and carrying over to successive combat rounds. If a water jacket is fitted, apply a DM of -3 to the jamming die roll. Accumulated DMs are reduced by one per each combat round the weapon is not fired, to reflect the progressive cooling of the barrel, chamber, and feed mechanism. If the HMG jams, roll 2D for 10+ to clear the jam, once per combat round. Apply the combined heavy weapons skills of gunner and loader as a positive DM to clear the weapon.

HMGs are mounted either on heavy tripods in the infantry support role, or on pintels aboard vehicles as anti-personnel and anti-aircraft weapons. They are also mounted fairly often in encosed cupolas atop AFV turrets.

They are sometimes used aboard aircraft, air/rafts, and helicopters as ground support weapons; however, they are generally superseded by autocannon for this purpose. HMGs are 165 cm long including a 114 cm barrel. The gun weighs 38 kgs and the ground mount tripod an additional 20 kgs. When fitted with a water cooling jacket for sustained fire, the HMG minus tripod weighs 55 kgs.

Base price is Cr3000. Ammunition costs Cr300 per 100 round belt. The tripod costs Cr500, the water cooling jacket Cr500.

Tripod mounted HMGs have a 90° arc of fire while pintel and turret (cupola) mounted versions have a full 360° arc of fire. Extreme range is 1500 meters. As with other fully automatic weapons, roll three "to hit" rolls for each burst. Each hit results in 5D damage.

Dexterity requirements are the same as the light machine gun and cannon: Required level 7, -2 DM penalty; advantageous level 10, +2 DM bonus.

— Terrence McInnes

Bandage

Bandage is a spray foam healing agent designed to supplement or replace sanitized dressings and sticking plasters.

Its primary use is in the field treatment of battle wounds, burns, and other major traumatic injuries. Bandage sprays on as a thick white foam, which cleans the wound by its effervescent action, helping to bring foreign matter (such as dirt particles and bullet fragments) to the surface. Also, bandage anesthetizes and disinfects the wound. Finally, bandage hardens, forming a stiff, flexible shell which seals out infection and immobilizes the area. Applied properly, (roll 6+ on two dice, DM +2 per level of medical skill), bandage will speed up the

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healing process (DM +1 to each characteristic healed per day). If not applied properly, bandage will do no harm, but will have no measurable beneficial effects. 48 to 72 hours after application, bandage will soften and flake off the wound.

Bandage is not a substitute for proper medical treatment, merely an advanced first aid tool. Any character who has been seriously wounded (two characteristics reduced to zero) must still receive medical attention. Bandage will aid healing, but cannot restore destroyed tissue. For instance, a character with a severely damaged arm may still lose the use of that limb without proper medical treatment, even if bandage is used.

Bandage is available in many containers; the most common sizes are half-liter cans issued in most first aid kits. Military medics and emergency aid personnel may carry larger containers. Spray foam bandage was inspired by a similar material described in Larry Niven's Ringworld Engineers.

½ liter TL 10 Cr75

— Jim Henley

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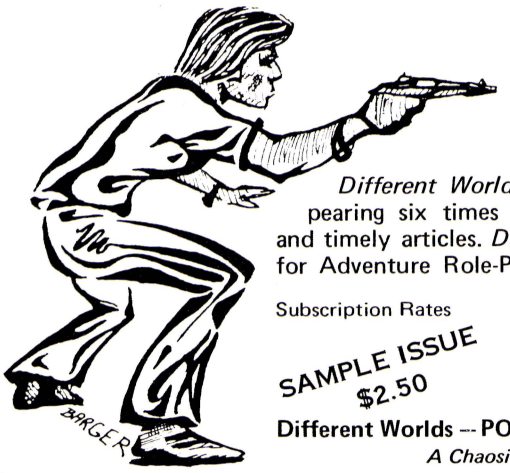

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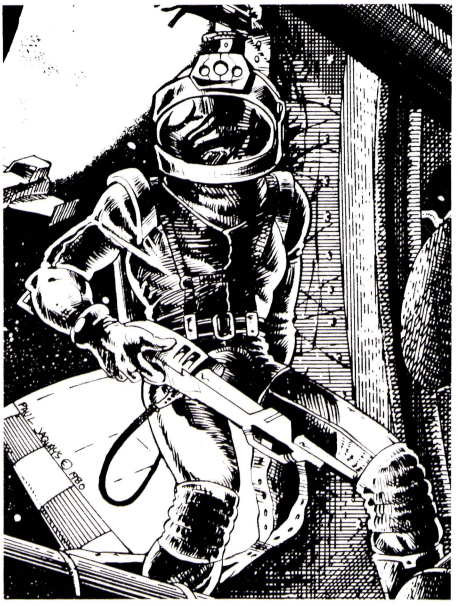
vacc suits

The vacc suits described here are designed to enable a referee or player to custom design models other than the standard vacc suit described in Book 3.

A vacc suit consists of a suit type, a helmet, and a portable life-support system backpack (PLSS). Each piece must be bought separately, and should be logically compatible with the others for the best buy. For example, a light duty soft suit coupled with a type E PLSS pack is not the best way to spend your money. The life support duration of that particular pack far exceeds the comfortable wearing time of that particular suit type.



STANDARD VACC SUIT

The standard vacc suit is a mass-produced, fully outfitted soft suit designed for those who have little knowledge of space or who don't need a more elaborate system. Because of this, it is equipped with a 30 km space-band radio rather than the more expensive 500 km model. The suit itself is constructed similarly to the light duty soft suit, except that it has constant volume joints to allow its wearer more freedom of movement. The helmet is a lighter version of the early type and the type B PLSS pack is standard. Mass and price include two oxygen tanks.

The suit may be operated using umbilicals connected to an external air supply. Treat this suit as cloth for armor purposes.

12.5 kg (with tanks) TL 7+ Cr10,250

SUITS AND ASSOCIATED EQUIPMENT

All suits are equipped with ring-type glove and helmet couplings, two chest mounted umbilical connections, a flat 0.5 liter thigh urine collection pouch, a sanitary umbilical adaptor designed to connect to the PLSS pack, and a multitude of pockets. Suits are available in a variety of sizes and colors.

All suits are capable of being operated using oxygen umbilicals connected to a spacecraft's or station's oxygen supply. The user may do this to supplement his PLSS pack or may operate the suit off the umbilical alone. A standard umbilical costs Cr500, masses 5 kilograms, and is 10 meters long. The user of an umbilical-fed suit may only use the suit's integral urine collection pouch. A maximum of 10 umbilicals (100 meters) may be connected end to end to give increased length.

The most comfortable thing to wear inside a suit is either a long-john-like suit liner or nothing. The liner costs Cr20 and has flap covered slots for use with the suit's sanitary facilities.

To don a suit a user must first open the seal which runs down the center of the back. He then pulls the suit on, connects the sanitary equipment (avail-

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able in male and female models), and straps on the PLSS pack, plugging in the various connectons and checking the PLSS displays to make sure that it is functioning properly. Lastly, the user dons helmet and gloves. Suiting up normally takes about 12 minutes, but this can be cut to three if sanitary connections and safety checks are not made. Total time spent is about 8 minutes under normal conditions or about 2 minutes under emergency conditions. The suit may be removed in about 4 minutes normally or 1 minute in an emergency. The wall frame that holds the suit is not necessary to don or remove the suit, but times are increased by 25% without it.

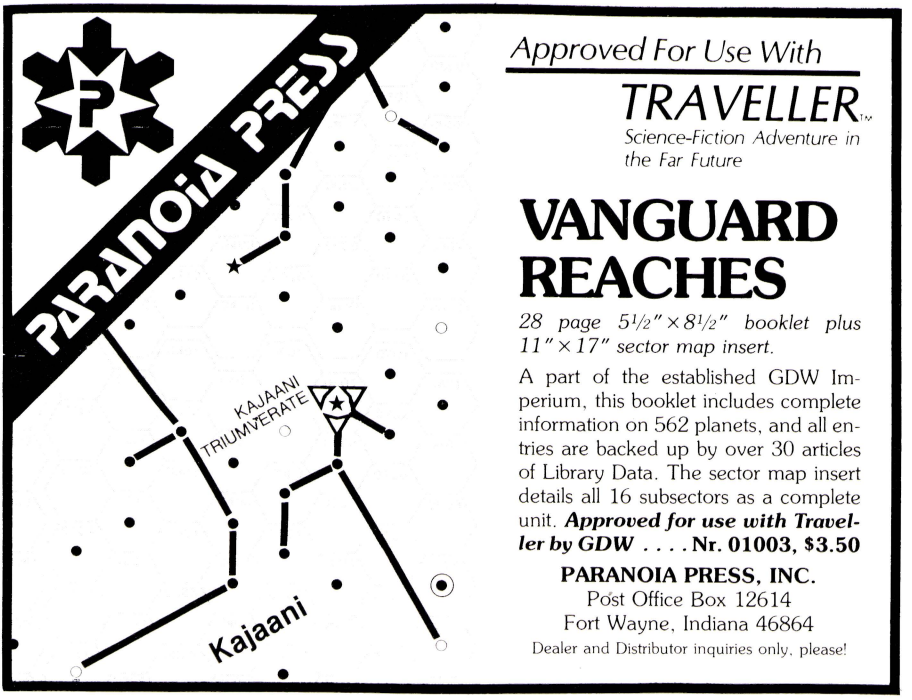
Only in a hard torso suit may the user connect the sanitary couplings after the suit is donned. This is the only suit in which the user may withdraw his arms into the torso of the suit.

Price and mass of all suits include gloves. These are of a sort appropriate to the suit type (light weight for the light suits, etc.).

Light Duty Soft Suit: This suit was designed primarily for use in very thin atmospheres, but may be worn in vacuum. It is somewhat tiring to use in vacuum or when it has a large positive internal pressure, due to the tendency of the limbs to balloon (see suit pressure levels and effects, below). This suit protects against temperatures of +50° C to -40° C. Treat as cloth for armor purposes.

2.5 kg TL 7 Cr5,000

Medium Duty Soft Suit: This suit was designed as a general use suit, and is suitable for use in a variety of roles. It incorporates constant volume joints which permit an individual wearing it considerable freedom of movement. This suit provides protection against



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temperatures of +100° C to -110° C. Treat as mesh for armor purposes.
12 kg TL 7 Cr5,000

Heavy Duty Soft Suit: This suit was designed for use in situations where there is a high possibility of accidental suit rupture, such as in construction jobs or on planetary surfaces. It is equipped with a rugged, tear-resistant outer covering and constant volume joints. This suit protects against temperatures of +150° C to -180° C. Treat as cloth -1 for armor purposes.
25 kg TL7 Cr7,000

Hard Torso Suit: This suit combines a hard-shell torso with flexible limbs that incorporate constant volume joints. It was designed for long-duration use, when the wearer has to remain suited up for long periods of time. This suit is somewhat unusual in that the torso is large enough to permit the wearer to withdraw his arms from the sleeves in order to eat, scratch, or whatever. Since the suit is somewhat clumsy to wear on a planetary surface (required skill, vacc suit-1), it is used primarily in low or zero gravity regions. This suit protects against temperatures of +120° C to -130° C. Treat as cloth -2 for armor purposes.
35 kg TL 8 Cr8,000

Hard Suit: This suit is constructed similar to combat armor, but without weapons or vision enhancement gear. It is used primarily in low or zero gravity regions since its mass makes it tiring to wear on a planetary surface (required skill, vacc suit-2). It is also used in areas of radiological, chemical, or biological hazard. This suit protects against temperatures of +150° C to -180° C. Treat as battle armor +1 or mesh, whichever gives the most advantageous DM.
40 kg TL 9 Cr12,000

Thermal-Meteoroid Garment: A hooded, coverall-like garment added over the top of a regular pressure suit to reduce risk from micrometeoroids, to temporarily "harden" a soft suit, or to add additional protection from extreme temperatures. It is usually equipped with a number of pockets. This garment protects against temperatures of +130° to -160° C, and takes 1 minute to pull on over a vacc suit. Treat as cloth -1 for armor purposes.

2 kg TL 7 Cr400

HELMETS AND ASSOCIATED EQUIPMENT

Faceplate Type: This helmet is similar to the visored type, except that it has no visor, incorporating instead a porthole-like window which affords vision, and is equipped with a feeding port to enable its wearer to drink from a food pack without removing his helmet. Since the feeding port is not pressure-tight when open, this type of eating can only be accomplished while in a pressurized area. A cloth communications helmet is usually worn with this helmet.

2 kg TL 6 Cr400

Full Bubble Type: This type is a transparent spherical helmet designed for maximum visibility. It is also equipped with a feeding port. A cloth communications helmet is usually worn with it, and an EVA visor assembly may be attached if desired.

2 kg TL6 Cr800

Early Visored Type: This type is constructed of metal or plastic, has a visored air-tight faceplate, a padded interior, two microphones, and two speakers which may be plugged into a backpack or belt radio. This type of helmet enables the wearer to open the faceplate to eat or talk without removing his helmet.

2.5 kg TL6 Cr700

Standard Visored Type: This type is similar to the early visored type, but also includes two visored face-shields. The inner shield is designed to radiate the user's facial heat back into the helmet, thus heating it and preventing breath condensation fog or frost in its inner surface. The outer shield protects the wearer's eyes from overexposure to stellar radiation or other damaging rays.

3 kg TL 7 Cr1000

Cloth Communications Helmet: A light cloth head covering incorporating two microphones and two small speakers which may be plugged into a belt or backpack radio. It is not airtight, and cannot be used as a helmet by itself; it is usually worn with the full bubble or faceplate type helmets.

.3 kg TL 6 Cr50

EVA Visor assembly: Similar looking to the visored helmet, it is clamped onto the full bubble type helmet. The visors function in the same manner as those of the standard type helmet. The visor assembly is not air-tight, and cannot be used as a helmet by itself.

.7 kg TL 7 Cr250

Binoculars mount: A swivel-mount adaptor that attaches a set of binoculars to a faceplate or visored type helmet, allowing the wearer to use them while his hands are busy. The binoculars may be attached or detached from the mount at will. The mount itself may not be removed without the use of special tools.

.3 kg TL 7 Cr40

PLSS AND ASSOCIATED EQUIPMENT

All portable life support systems backpacks (PLSS) are equipped with a framework that will hold up to two oxygen tanks, a gas regulator to control gas flow, and a 500 km range space-

band radio, in addition to the other equipment. All but the type A system are equipped with a gas recycler that is capable of stretching the useful duration of oxygen tanks to as much as 8 hours per tank, depending on the user's exertions and the pressurization level of the suit. Each system is equipped with a chest control box that contains the pack's status displays (or telltales) and controls. Packs used with soft suits have straps to hold the pack onto the suit and a one meter umbilical that plugs into the suit. Packs used with hard torso or hard suits plug directly into the back of the suit; there are no straps or umbilicals used.

Each pack is equipped with a special mount to enable the wearer to replace his own oxygen tanks without removing the backpack, and provision is made for extra tanks to be strapped onto the pack. Changing a tank takes 2 minutes per tank.

Waste is collected into disposable plastic sacs. An optional urine reprocessor unit can be installed to extract water from body wastes. The wearer may drink the recovered water by means of a nipple installed inside the helmet. This recycler costs Cr50, masses 1 kg, and is available at TL 7.

PLSS type A: This system was designed for short duration use. It is nothing more than two oxygen tanks connected through a regulator into the suit. Exhaust gas is vented directly into the exterior, no attempt is made to recycle it. This pack measures 70 cm tall by 45 cm wide by 30 cm thick.
2 kg (without tanks) TL 6 Cr3000

PLSS type B: This system was designed for general use of up to 20 hours duration. This pack measures 75 cm tall by 45 cm wide by 30 cm thick.
7 kg (without tanks) TL 7 Cr5000

PLSS type C: This system was designed as a general use system of up to 40 hours duration. This pack measures 85 cm tall by 45 cm wide by 30 cm thick.
14 kg (without tanks) TL 9+ Cr8,000

Oxygen Tank: Inserted into a PLSS pack, it provides breathing gas. The tank is 50 cm long and 20 cm in diameter, with a 2 cm long valve stem on one end. Refilling a tank with oxygen costs Cr10.
2.5 kg TL 5+ Cr250

SUIT PRESSURE LEVELS AND EFFECTS

There are four levels of pressure: zero/very thin, thin, standard, and dense (see Book 3).

From dense to standard, standard to thin, or thin to zero is a one level difference. From dense to thin or standard to zero is a two level difference. Vacc suits may be pressurized to thin, standard, or dense levels. If the suit's interior pressure is higher than the exterior pressure, the suit has positive pressure. It its pressure is equal to the exterior, it has equal pressure, and if its pressure is lower than the exterior, the suit has negative pressure.

The wearer of a suit pressurized to negative or equal difference suffers no negative DMs due to pressure. The wearer of a light duty soft suit pressurized to a positive one level difference suffers a DM of -1 on vacc-suit skill. The wearer of any suit pressurized to a positive two level difference suffers a DM of -1 on vacc-suit skill. (Note: in the case of the light duty soft suit, these DMs are cumulative; thus a light duty soft suit with a positive two level pressure difference has a DM of -2.)

Pressurized to a thin level, the suit's PLSS gas recycler is capable of stretching the useful duration of oxygen tanks to as much as 8 hours per tank (3

hours per tank for the type A PLSS).

Pressurized to standard level, a duration of 6 hours per tank is obtainable with a gas recycler (2 hours per tank for the type A PLSS).

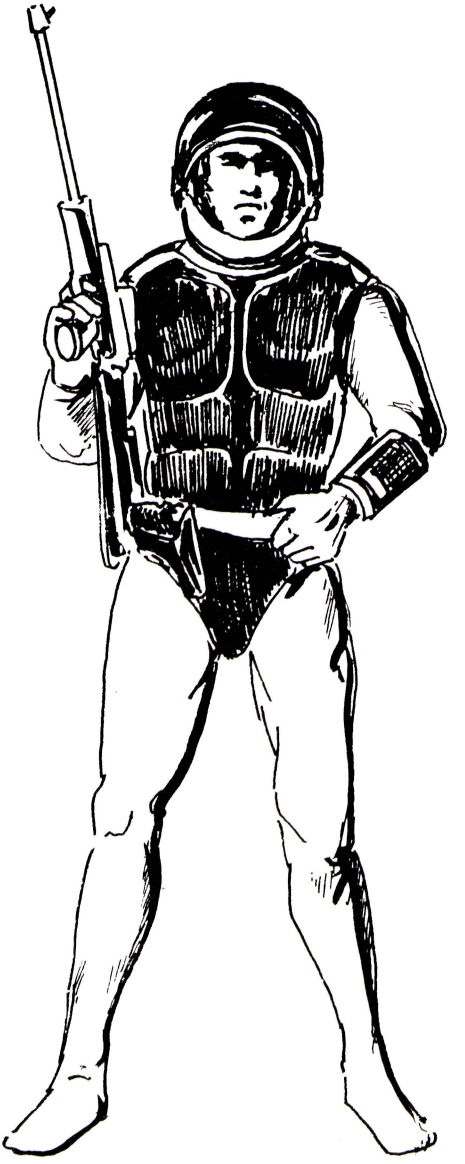
Pressurized to dense level, a duration of 3 hours per tank is obtainable with a gas recycler (1 hour per tank for a type A PLSS).

It takes 30 minutes to change suit pressurization by one level. Although the PLSS is capable of making a one level change in 5 minutes, this could have unheathy effects, and there is a governor in the pack which maintains the 30 minute per level time limit.

Although it might seem that pressurizing the suit at thin level is the best way to go, this is often not true. If, for example, you are in a contaminated area (biological, chemical, radiological, etc.(, it is advisable to positively pressurize your suit by at least one level. That way, if you puncture your suit the gas pressure within it will help to keep the contaminated material out. The same applies for tainted, corrosive or insidious atmospheres. Referees should keep this in mind when rolling for contamination after suit damage.

In addition, referees should double endurance point costs when players are working in suits pressurized to thin levels.

— John W. Colbert



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The Fifth Frontier War

has begun! After years of petty border conflicts, the forces of the Zhodani Consulate, together with their allies— the Vargr and the Sword Worlds— have begun crossing the Imperial border in strength, and even now make their way toward the population centers, the military bases, and the key worlds of Regina and Rhylanor.

Fifth Frontier War is a science-fiction adventure game detailing the events and the battles of the latest of the violent interstellar wars to wrack the Spinward Marches. This detailed science-fiction game is a fascinating treatment of the strategies and the tactics of interstellar war, and can be the source of hours of enjoyment as players compete with each other and search for winning strategies.

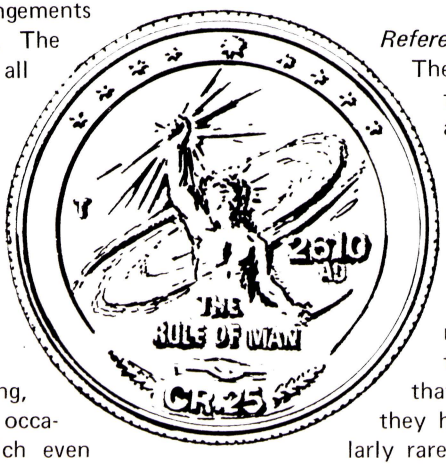
But the **Fifth Frontier War** is more than a game; it is a science-fiction background for **Traveller** players. The map, the history, the details are all drawn from the continuing **Traveller** history of the Spinward Marches. Worlds already explored in **Traveller** Adventures are right on the map; situations hinted at by previous adventures are contained in the game (play *Twilight's Peak,* **Traveller** *Adventure 3* first); and background and history smoothly blend into the war's rules and forces. As a result, **Traveller** players can adventure as they wish across a map of several subsectors of the Marches. When the war starts, they may participate in adventures with the war as a raging backdrop. Decisions to actually serve in the armed forces, or to shirk civic duty are there for the players to make and the referee to implement. Meanwhile, the game itself can be played and the movements of battlefleets and troop units can influence the travels of the adventurers. **Fifth Frontier War** is intended to be a lasting addition to any **Traveller** campaign.

Fifth Frontier War is a detailed adventure game played on a map showing part of the Spinward Warches. Over 600 die-cut counters represent starship squadrons, troop units from battalion to corps size, and special items such as fleets and admirals. The game rules provide instructions, combat resolution charts, and background data. Rules cover the basics of movement, combat, and replacements, and then deal with the special situations that add flavor to the continuing battles. Boxed. $14.98. **Fifth Frontier War** will be available in local hobby shops everywhere in late July.

GAME DESIGNERS' WORKSHOP
Box 1646, Bloomington, IL 61701

Amber Zone

The scene is Regina Starport Orbital Station. The group, in the process of seeking employment, observes a well-dressed businesswoman attempting to make shipping arrangements for a small parcel. The group, knowing that all cargo shipments from Regina have been suspended due to the war, can readily understand the reason behind her animated discussion with the shipping clerk. After a great deal of arm waving, accompanied by an occasional expletive which even the group can clearly hear, the clerk leans over conspiratorially, and whispers something to the woman. She turns around, looks at the group, and with a curt nod of thanks to the clerk, walks over to where the group stands.



Introducing herself, she explains that she is a representative of a Regina firm that deals in rare antiquities, and that the clerk directed her to your group as a possible solution to her problem. She has a small packet of rare coins, and is extremely concerned about their safety because of the war. Since cargo shipments have been suspended, but it is still possible for passengers to get off, she offers Cr2000 and middle passage to Lanth to each member of the group who will transport the packet of coins to the office of a friend of hers there, Brnava Curiosities, LIC. In addition, she will provide a letter of introduction to her friend, who may be able to give the group a job. She adds that the packet must get off planet before all travel is stopped, or her firm will lose a very important customer.

Referee's Information:

The packet contains twenty-four coins in all, packaged in small, transparent plastic display containers. If the group bothers to check a local library for information on the coins, they will discover that most of the coins they have are not particularly rare, and are not really valuable, except for two mint condition commemorative issues of the Rule of Man. The group learns that the value of the coins will be tremendously reduced if they receive even the tiniest scratch, and they should be kept in their transparent plastic holders. On a roll of 12 (exactly) on two dice, one of the group will notice that one of the coins seems to have a fine hairline crack around its edge (see below).

If one of the group is observant, he or she will notice that the woman is followed as she moves away. If the group is extremely lucky (roll three dice for 18 exactly;make this roll only once), one of them will notice that the group is also being followed.

Note that the office name that she gives is Zhodani (the word first appears in Adventure 4, Leviathan). That may prove to be a clue to the real intelligence. The coins are counterfeits, (which explains their perfect condition) and are actually hollow. Inside one coin is a microdot containing details of the defenses of the major planets of the

Spinward Marches. This information is being transferred to the Zhodani network on Lanth for forwarding to the Zhodani Consulate, through agents in the Sword Worlds Confederation.

The woman is an Imperial dissident working for the Zhodani. She has chosen this non-standard means of getting the coins to Lanth because all of the dissident group's couriers on Regina have been burned, and are known to Imperial intelligence. Unbeknownst to her, the dissident network on Regina has been penetrated by Imperial intelligence, and the data in the microdots is false, designed to deliberately mislead the Zhodani forces. The woman does not know she is being followed.

If the group leaves Regina by their own vessel, their ship's documentation will be specially coded to permit Imperial intelligence operatives to identify them when they arrive on Lanth. If the group takes a regular commercial vessel, an Imperial agent will accompany them.

When the group arrives on Lanth, they will be followed from the time they land by Imperial operatives. The players should be allowed to roll only once to see if they notice this (same roll as above).

The offices of Brnava Curiosities, LIC will not be hard for them to locate, but the group will find that they are closed by local government order, apparently for some violation of local business regulations. If the players think to ask, tell them that the store manager's name can be found painted on the display window. An investigation of public records (such as a city directory, or phone book) will reveal the home of the manager.

The manager of Brnava Curiosities is unaware of use of his shop as a message drop by Zhodani spies. The recipient of the package is an employee of the shop, and the manager will be most cooperative, providing the players with an address where they can find him.

What obstacles the referee puts in the players' path at this time depend on the size, armament, and skill of the players. They should take a couple of days to find the employee, however you arrange it. One possibility is for the players to find that the employee is not at the address the manager gave them, but a neighbor, when questioned, will give the group the location of another place where he can be found, such as a bar he frequents.

The group will be followed by a Imperial Intelligence operatives continually during this process, but they should only be allowed to roll once per day to determine if they detect it. Roll 3D for 18 exactly. Imperial Intelligence is trying to use the group to expose the Zhodani underground network on Lanth. The Zhodani network on Lanth will be expecting their regular courier, and do not know that the Regina network has been betrayed. They will naturally be very suspicious of the group, but they will be expecting the coins, and the letter of introduction will go a long way to alleviate suspicion.

— Loren Wiseman and Marc Miller

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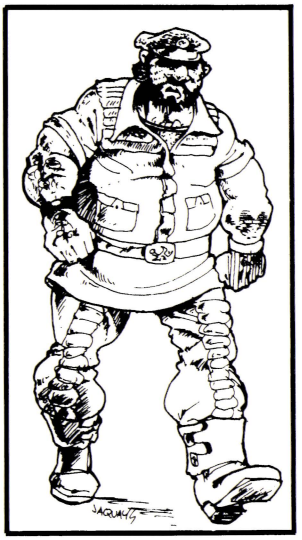

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